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General Terms (Clans)

| Carrionplace |

A Twoleg dump in the Forest. The Twoleg term for Carrionplace is North Allerton Amenity Tip. Part of ShadowClan territory; last resort to eat as fresh-kill, especially during Leafbare. The cause of the Carrionplace Disease.

| Crowfood |

Dead carcass that began to rot. Can be also be used as an insult.

| Cutter |

A veterinarian, specifically, though not always, referring to one that spays or neuters cats.

| Dirt |

Feces.

| Fresh-kill |

A recently killed prey animal caught for the purpose of consumption. Fresh-kill is hunted by warriors and apprentices, and sometimes elders, and placed in the fresh-kill pile or brought to the elders. Elders, kits, queens, and sick cats eat first, then warriors and apprentices. Extras stay in the fresh-kill pile.

| Fourtrees |

A place located in the forest territory, where the territories corners would meet, in which four oaks stood and the Clans would gather in peace every full moon.

| Gathering |

The monthly meeting of all the Clans when the moon is full, at

either Fourtrees or the Island. There is a truce on this night, and no fighting is allowed.

| Greenleaf Twolegplace |

A place frequently visited by Twolegs during summer, such as a resort or camping spot near the lake.

| Halfbridge |

A boat dock; term was first used by Squirrelflight when Brambleclaw's patrol was exploring the new territory in Starlight.

| Horseplace |

A place where horses are kept, such as ranches and stables. Often refers to the Horseplace on WindClan's territory, where cats such as Daisy, Berrynose, Hazeltail, Mousewhisker, and Smoky come from.

| Hunting Patrol |

A group of cats hunting for fresh-kill to bring back for their Clan to eat. May fight if there are trespassers.

| Kittypet |

A domesticated pet cat.

| Loner |

A cat that lives by itself and doesn't defend its territory.

| Making dirt |

Defecating.

| Monster |

A vehicle operated by humans. Often described when cats are near Twolegs/the Thunderpath. Motorboats are sometimes referred to as "water-monsters."

| Moonpool |

The place near the Lake where medicine cats and leaders share tongues with StarClan.

| Moonstone |

The place in the Forest where medicine cats and leaders shared tongues with StarClan.

| Mothermouth |

The opening to the cave where the Moonstone is/was located.

| Rogue |

A usually hostile cat who does not have a permanent home, roams around, and does not care about crossing Clan boundaries.

| Sharing tongues |

Cats grooming each other while sharing the latest gossip. A cat lies on the ground, talking, while the other grooms their fur, listening.

| Sharptooth |

A term the Tribe of Rushing Water use for mountain cats. They are rarely encountered and more dangerous than eagles. One Sharptooth has made an appearance in Moonrise.

| She-cat |

A female cat.

| She-kit |

A female kit.

| Silver boulder |

A boulder that, when the silver disc is pulled off, holds Twoleg rubbish. To Twolegs, they are just trash cans/bins.

| Silverpelt |

The large swath of stars in the sky (believed in fandom to be the Milky Way). These stars are a direct representation of StarClan.

| S ilverthorn |

Barbed wire.

| Smooth boulder-thing |

Twoleg ball.

| Snowmelt |

A term used to describe slush or dirty, melted snow.

| Soft boulder |

A pillow or cushion.

| Sun-drown-place |

An ocean to the west of the Clans' territories.

| Tree-eater |

A bulldozer.

| Thunderpath |

A paved road with an extremely acrid smell that cars often go across. Windover Road separated ThunderClan and ShadowClan in the original Territories. There is also one in ThunderClan territory by the lake.

| T om/tomca t |

A male cat.

| Tom-kit |

A male kit.

| Twoleg |

A human.

| Twoleg kit |

A human child.

| Twoleg nest |

A human's house.

| Twolegplace |

A town, city, or village where Twolegs live.

Time Terms (Clans)

| Newleaf |

The season of spring.

| Greenleaf |

The season of summer.

| Leaf-fall |

The season of autumn or fall.

| Leaf-bare |

The season of winter.

| Moon |

The time between one full moon and the next, spanning about 29 days, a month.

| Moonhigh |

When the moon is the highest in the sky; about midnight.

| Moonrise |

The time when the moon rises.

| Half-moon |

About two weeks, half a month.

| Quarter-moon |

About a week.

| Sunhigh |

The point during the day when the sun is highest in the sky; noon.

| Sunrise |

One day in cat time (i.e. *One sunrise ago*).

| Season |

A quarter of a year in cat time. Four seasons equal a year.

| Heartbeat |

A split second.

| Claw-moon |

When the moon resembles the shape of an unsheathed claw, equivalent to crescent moon.

| Sundown |

Dusk.

| Sunup |

Dawn. However, Dawn is still used for example in the phrase "Dawn Patrol."

Distance Terms (Clans)

| Fox-length |

About the length of a fox; approximately a yard. (80 cm)

| Kittenstep / kitstep |

About the length of kit's step; approximately an inch or a half inch. (1.25cm - 2.5 cm)

| Tail-length |

About the length of a cat's tail; approximately a foot. (30 cm)

| Rabbit hop / rabbit length |

About a foot and a half away. (45 cm)

| Mouse-length |

About two or three inches. (5cm - 7.5 cm)

| Pawstep |

About the length of a grown cat's step, roughly six inches. (15 cm)

| Tree-length |

About the length of a tree; around 40 to 50 feet. (15 m)

Insults, Exclamations and Phrases (Clans)

| As easy as swallowing a minnow |

A phrase used to indicate easiness of the task.

| As much use as a dead fox |

A (harsh) insult, meaning the recipient is useless.

| Bees in your brain |

An exclamation meaning confusion or a cat not making sense. (i.e., You've got bees in your brain!)

| Buzzardfood |

Alternative of crowfood, used before the start of the Clans. Used in The Sun Trail.

| Chickfeed |

Alternative of crowfood, used before the start of the Clans. Used in The Sun Trail.

| Crowfood |

A (harsh) insult comparing the recipient to rotting prey animals (as in *I'll turn you into crowfood!*), or suggesting that they eat it (as in *crowfood-eater*).

| (You're) crazier than a fox in a fit! |

An insult used when a cat (or cats) are acting crazy. Another variation uses "madder" instead of "crazier." Lionblaze uses this to describe Ashfur.

| Doesn't matter a whisker/Doesn't catch so much as a whisker |

An exclamation meaning the cat does not care, (i.e. *it didn't matter a whisker that she didn't share their beliefs*) similar to *I don't give a mousetail.* Or saying that a patrol didn't catch anything.

| Doormouse |

An expression or exclamation used against a cat who sleeps a lot. Foxpaw is called this by Sandstorm in Eclipse.

| Drypaw |

A cat that dislikes getting wet, usually used in RiverClan.

| Dungface |

An (harsh) insult used in Thunder Rising.

| Like LionClan/TigerClan |

An expression stating that a cat does something very fiercely or well.

| Flea-brain |

A (friendly, yet harsh) insult. Severity of the insult is almost always decided by tone.

| Fishface / fishfur / fish-breath |

An insult used against RiverClan warriors, mainly appears in Bluestar's Prophecy.

| Frog-dung |

Same as fox-dung, except it's often used in RiverClan. Used in Crookedstar's Promise.

| Fox-dun g |

A harsh insult comparing the recipient to fox feces. Also used as an

exclamation. (as in *That's fox-dung!*)

| Fox-hearted |

An insult meaning cruel, cold-hearted, or evil (as in *fox-hearted Twolegs*).

| Furball |

A (friendly, yet harsh) insult. Severity of the insult is almost always decided by tone.

| Fuzz-brain |

A (friendly, but harsh) insult. Severity of the insult is almost always decided by tone. Used in The Sun Trail by Gray Wing's younger brother, Jagged Peak.

| Great StarClan! |

An exclamation used to signify extreme surprise or anger. Similar to *Oh my god!* in usage and to the fact that they both have mention of a higher force.

| Hare-dung |

Used as an exclaimation, similar to "mouse-dung". Somewhat like "Darn it!" Used in The Sun Trail.

| When hedgehogs will fly |

An exclamation style statement that shows disbelief that a certain event will likely occur (as in *That will happen when hedgehogs fly*), used in many variations. Somewhat like the human phrase, *When pigs fly!*

| How in Silverpelt? |

An exclamation used meaning "How in the world?" Used in The Sight.

| I don't give a mousetail/They wouldn't give a mousetail |

An exclamation meaning that the cat does not care. Another variation is "*I would ___ for a couple of mousetails*" meaning that they are willing to do the inserted action for no real reward. Can also mean that a cat would be stingy enough not to share a mousetail

| I'd have shredded you into mousedust! |

To gravely injure, rip to shreds. Similar to mousemeat. Used by Yellowfang in Into the Wild while intimidating Firepaw.

| Make dirt |

To use the bathroom, or the dirtplace in warrior terms.

| May StarClan light your path/Banish all the fleas from your nest |

A friendly term used to tell others they wish them well.

| May the Sun warm your back and the fish leap into your paws |

A blessing used in RiverClan used to wish good dreams or, in some instances, to say farewell to a dead cat.

| May you find good hunting, swift running, and shelter when you sleep |

An ancient farewell used by all the Clans, to say goodbye to loved ones on their way to StarClan.

| Minnow-brain |

An insult that is friendly but harsh. A RiverClan version of mouse-brain. Used by Curlkit in Mistystar's Omen.

| Mouse-brain |

A (friendly yet harsh) insult. Severity of the insult is almost always decided by tone.

| Mouse-dung |

A (somewhat harsh) insult comparing the recipient to mouse feces. Also used as an exclamation (as in *Mousedung! That can't be right!*). Somewhat like "Darn it!"

| Mouse-hearted |

An insult that describes one who is cowardly.

| Mousefodder |

An insult describing that the cat is worthless or a kittypet. Used by Yellowfang in Into the Wild to Firepaw after realising he was a kittypet.

| Once a kittypet, always a kittypet! |

A harsh phrase used to describe a cat with kittypet roots. Used by Longtail in Into The Wild on Rusty when he was joining ThunderClan.

| (Only) StarClan knows (what) |

Sometimes used to answer a question that is impossible to answer. Similar to *"Only god knows what," "Only god knows," and "god knows."*

| Pain in the tail |

An insult meaning a cat is irritating or lazy. Used by Leafstar in SkyClan's Destiny about Harveymoon and Macgyver.

| Scaredy-mouse! |

A similar expression to scaredy-cat, but in cat terms.

| Scaredy-sparro w |

An expression also similar to scaredy-cat, in cat terms.

| Snake-hearted / Snake-heart |

Similar to the term "fox-hearted," generally used by RiverClan. Used in Crookedstar's Promise.

| Snake-tongue |

An insult meaning cold or unfair; similar to "fox-hearted" or "snake-hearted", used by ShadowClan in Night Whispers.

| Sorry catches no prey / Sorry fills no bellie s |

Means cats can be sorry, but that will not change the past.

| StarClan's kits! |

An exclamation of surprise or disbelief. Sometimes used as an exclamation if a cat is hurt. Used by Ivypool in Fading Echoes.

| Tabbies don't change their stripes |

Means that a cat doesn't change their nature. Equivalent to "a leopard can't change his spots."

| What in StarClan's name? |

A exclamation similar to "What on earth?" or "What in the world?"

| That's a load of badger droppings |

A harsh exclamation saying that something is nonsense.

| Thistles and thorns |

Used to describe bad luck (as in: *Thistles and thorns! I blew it!*); similar to "Darn it" or "mouse-dung."

| Thundercat |

Used by ShadowClan to describe a ThunderClan cat. Used in Night Whispers.

| You fight/hunt like a kittypet! |

An expression used to insult or tease a cat who fights/hunts poorly.

| Who made dirt in his/her fresh kill/nest? |

A phrase to describe a cranky or suddenly moody cat, as used in The Sign of the Moon.

| Would've made mousemeat out of you! |

To badly injure, rip to shreds. Similar to mousedust. Used by Graypaw in Into the Wild describing how dangerous a fox could be.

| Frog-dirt and Fish-guts |

Used in RiverClan, has the same meaning as thistles and thorns, used in Crookedstar's Promise.

| Rabbit-chasers |

A less harsh insult used in ShadowClan to describe WindClan. Used by Rowankit in Yellowfang's Secret.

| Who ruffled their fur? |

A similar way of saying "who got under their skin?" But in cat terms. Used by Lionblaze in The Fourth Apprentice.

| Rabbit-brain |

An insult that is friendly but harsh. A WindClan version of mouse-brain. Used by Stagpaw in Tallstar's Revenge.

Living Spaces (Clans)

| Camp |

The place where a Clan makes their permanent home.

| Leader's den |

The den in camp that belongs to the Clan leader.

| Medicine cat's den |

The den in camp that belongs to the Clan's medicine cat and his or her apprentice. Sometimes referred to as the medicine den.

| Warriors' den |

The den in camp that is shared between the warriors and the deputy of that Clan.

| Apprentices' den |

The den in camp that is shared between the apprentices of that Clan.

| Elders' den |

The den in camp that is shared between the elders of that Clan.

| Nursery |

The den in camp that is shared by the **-** queens and kits of that Clan.

| Dirtplace |

The place near the camp where cats go to **-** urinate or excrete.

| Fresh-kill pile |

The place, usually in the center of the camp, where the warriors

drop the prey they caught while hunting, so it is easily accessible to all the cats in the Clan.

Ranks (Clans)

| Kit |

A kitten younger than six moons.

| Apprentice |

A cat at least six moons old, and training to be a warrior (or a Medicine cat).

| Warrior |

A mature cat who has completed his or her warrior training. A she-cat is considered a warrior when she is not currently expecting or nursing a tom's kits.

| Mentor |

A cat who is currently training an apprentice.

| Queen |

A she-cat with kits to take care of or who is pregnant with kits, or stays in the nursery helping other queens even though they have no kits. (i.e. Daisy, Ferncloud)

| Elder |

Cats who cannot hunt or fight anymore, sometimes due to injury (Stonepelt), loss of sight (Longtail), sickness (Heavystep), or are just too old to do their warrior duties. They are treated with great respect in the Clan. The apprentices in the Clan take fresh kill to them, pick out their fleas, and change their bedding.

| Medicine cat |

A cat who heals injuries and/or illnesses, who is skilled with herbs, leaves and natural cures and sometimes receives special signs or

prophecies from StarClan.

| Deputy |

A warrior who is second in command to the leader, helping the leader in their tasks and replacing them after their death or resignment. They organise patrols and make reports to the leader, and are known to be frequently given apprentices.

| Leader |

A cat who controls the entire Clan. A leader is granted nine lives by StarClan so they "can be first in every battle and last to take a piece of fresh-kill" basically giving them extra time to serve and lead their Clan.

Hierarchy/Ranks (Tribe)

| Healer |

The Tribe's Healer is basically the same thing as a Clan's medicine cat and leader put together. Not only does the healer lead the Tribe, they also use healing herbs to cure wounds and sickness.

The Healer receives signs from their warrior ancestors in the Cave of Pointed Stones. They interpret the signs of rock, leaf, and water to read messages from the Tribe of Endless Hunting.

Unlike Clan cats, Healers do not dream. The Healer also almost never leaves the cave, because unlike leaders they do not have nine lives and it's easier for them to be killed. The only times they come out of the cave is for to-be ceremonies and such.

Every Healer changes their name to Teller of the Pointed Stones, or Stoneteller, once they become the Tribe's official Healer. The new Healer is appointed by the previous Healer.

| Prey-Hunter |

Prey-hunters are the lithe, quick cats of the Tribe who can jump high to catch mountain birds such as eagles or hawks to feed to their tribemates.

Prey-hunters are tribe cats whose only duties are to catch prey for the tribe. They are the hunters of the Tribe, using stealth and surprise along with camouflage to catch their food.

It is their responsibility to feed the Tribe and catch their prey, especially for the nursing cats, and the young and old. They depend on speed, for there are not many places to hide in the almost-bare surroundings, like WindClan.

Normally prey-hunters hunt in teams to help catch prey. Prey-hunters often coat themselves with mud; this disguises them, covers

their scent, and protects against the wind.

A group of cave-guards accompany them to spot trouble. Prey-hunters are chosen from birth for their lithe and agile build.

| Cave-Guard |

Cave-guards are thick, strong, and lean cats that protect and guard the entrance of the tribe's cave. They are the main fighting force of the Tribe and have the responsibility of defending the cave from predators such as big birds.

Watching the skies to protect the prey-hunters from hawks and eagles while they hunt is another one of their responsibilities. They are also the most experienced with fighting.

To hide their scent and blend in with the rocky scenery, they often coat themselves with mud. These cats are chosen from birth for their muscular and stocky build.

| To-Be |

The equivalent of an apprentice, to-bes are young cats in training. To-bes are trained in either prey-hunting or cave-guarding.

They train with their mentors and learn the skills of what they have to learn. When they are finished training, they are made into either prey-hunters or cave-guards by the tribe Healer.

Tribe cats believe that they are born into their duty, though they can change positions. Unlike Clan apprentices, to-bes start training at the age of eight moons.

The Stoneteller will receive a message from The Tribe of Endless Hunting when it is time to choose his own to-be. Once this happens, they can become something else, but as noted by Brook in The Sight to Hollypaw, most do not.

| Kit-Mother |

As their name suggests, kit-mothers are she-cats who are about to have or are nursingkits, the equivalent of queens.

A prey-hunter or a cave-guard becomes a kit-mother when they become heavily pregnant and they can't continue with their duties.

When they have their kits, they remain kit-mothers for a time to nurse them. They are the equivalent of a Clan queen.

An ancient tradition is that the queens name their kits after what they see when their kits are first born.

| Elder |

Elders are the oldest and weakest cats in the Tribe. Elders are retired cats that have stopped doing their Prey-Hunter or Cave-Guard duties. They are often consulted in difficult times.

The elders of the Tribe have a very similar role to the elders of the Clans. They are fed by the Prey-Hunters and are protected by the Cave-Guards.

| Kit |

Kits are young cats that are not yet to-bes; the same as Clan kits. They are too young to do to-be duties, so they stay in the nursery with their mother. Kits stay a kit for 8 moons.

At their birth, it is foretold by the Tribe healer if they will become a prey-hunter, a cave-guard or the next Teller of the Pointed Stones.

Kits that seem fast and lithe are prey-hunters; kits that look strong will be cave-guards. They can be to-bes when they are eight moons old.

Hunting Techniques (Tribe)

Tribe cats have their own special way of hunting.

Prey-Hunters find some prey (i.e. a mouse), sit in a hiding place, and wait until they see an eagle (or other bird of prey) attack the prey.

They then jump onto and kill the eagle, thus delivering two pieces of prey for the Tribe.

The six questing Clan cats learned this technique to some extent, most notably Stormfur.

Naming Techniques (Tribe)

Kit-mothers name their kits after the first thing they see after the birth of their kits, for example, Brook Where Small Fish Swim, or Star That Shines On Water.

In Cats of the Clans, Rock notes that he finds this method strange, as he perceives that this way of naming kits would cause many kits to be named things like "Wall of Cave," or "Floor of Cave."

Unlike the cats of the Clans, Tribe cats shorten their names to the first word in their name (e.g. Brook, Star).

However, the ancient Tribe uses the same naming conventions as the Ancients. For Example: Bright Stream, Silver Frost, and Dewy Leaf. Tribe cats' names do not modify through their lives, except for the Healer, whose name is changed into Teller of the Pointed Stones (Stoneteller) upon appointment.

Beliefs (Tribe)

The Tribe of Endless Hunting is comprised of the spirits of the ancestors of the Tribe of Rushing Water.

They send warnings and signs to the Tribe Healer and will show them which to-be should train to become the next Healer.

They are the equivalent of StarClan. Tribe cats believe in an afterlife similar to the Clan cats.

The ancestral spirits that make up the Tribe of Endless Hunting are similar to those that make up StarClan.

However, they are born in the Tribe. The Tribe of Rushing Water contacts their ancestors every full moon in a ceremony called the Telling.

This occurs in the Cave of Pointed Stones. Unlike the Moonpool, the Tribe of Endless Hunting contacts the living cats through omens and not dreams.

General Terms (Tribe)

| Beetle-brain |

Friendly insult; similar to mouse-brain.

| Caught-prey |

A dead prey animal caught for the purpose of consumption; similar to fresh-kill.

| Time of Freed Water |

The season of spring, known to the forest Clans as newleaf.

| Time of Frozen Water |

The season of winter, known to the forest Clans as leaf-bare.

| Tribe of Endless Hunting |

Similar to StarClan, these are the Tribe's ancestors.

| Giving of close comfort |

Act of cats grooming each other; similar to sharing tongues.

Ceremonies and Roles (Clans)

| Apprentice Ceremony |

| Process |

When a kit turns six moons old, he/she is ready to become an apprentice. Until this time, their name ends with the "-kit" suffix.

When a kit becomes an apprentice, their name is changed so that the suffix of their name becomes "-paw", showing the path their paws are on.

| The Ceremony |

The Clan Leader calls a Clan Meeting to appoint a new apprentice and assign a mentor to him/her. The following words are used, by tradition:

Leader: (Kit), you have reached the age of six moons, and it is time for you to be apprenticed. From this day on, until you receive your warrior name, you will be known as (new name, ending with "paw").

Your mentor will be (name of warrior or medicine cat). I hope (name of warrior or medicine cat) will pass down all he/she knows on to you.

The leader calls up the warrior he/she has chosen as a mentor.

Leader: (Warrior), you are ready to take on an apprentice. You had received excellent training from (former mentor), and you have shown yourself to be (quality) and (quality).

You will be the mentor of (apprentice), and I expect you to pass on all you know to (apprentice).

The mentor touches noses with the apprentice, and the Clan greets the new apprentice by calling out his/her name.

After this, the apprentice will usually go greet their family, or go see to their mentor.

| Medicine Cat Apprentice Ceremony |

| The Ceremony |

The leader calls a Clan meeting, after the Clan's medicine cat announces that he or she wishes to mentor an apprentice. The following words are used, by tradition:

Medicine Cat: Cats of (Clan), as you know, I will not be around forever. So it's time I took an apprentice. I have chosen a cat who has shown (virtues). Your next medicine cat will be (apprentice).

Leader: (Apprentice), do you accept the post of apprentice to (medicine cat)?

Apprentice: I do.

Medicine Cat: Then at the half-moon, you must travel to the Moonstone/Moonpool to be accepted by StarClan before the other medicine cats.

Leader: The good wishes of all (Clan) will go with you.

The mentor touches noses with the apprentice, and the Clan greets the new apprentice.

| At the Moonstone/Moonpool |

At the next half moon, the medicine cat goes with the apprentice to the Clans' sacred place to present him or her to the warrior ancestors, where the apprentice confirms his or her wish to be a medicine cat. The following words are used, by tradition:

Medicine Cat: (Apprentice), is it your wish to enter the mysteries of StarClan as a medicine cat?

Apprentice: It is.

Medicine Cat: Then come forward.

Medicine Cat: Warriors of StarClan, I present you with this apprentice. (He/she) has chosen the path of a medicine cat. Grant (him/her) your wisdom and insight so that (he/she) may understand your ways and heal (his/her) Clan in accordance with your will.

The medicine cat apprentice touches his/her nose to the Moonstone or drinks from the Moonpool. Then the medicine cat and the apprentice lay down and have a dream from StarClan.

| Mentor Ceremony |

| Process |

When a kit reaches six moons and becomes an apprentice, he or she is given a mentor. The mentor teaches them how to fight, hunt, patrol, familiarise them with The Warrior Code, and prepare them for life as a warrior.

When a leader assigns a new apprentice to mentor, he or she chooses pairings based on seniority and whether or not the pair will be able to work together.

Apprentices are rarely mentored by their own parents, as they would be too lenient on their children. Warriors are able to request a kit they would like to mentor, although this does not necessarily guarantee they will be chosen as a mentor to said kit once they reach six moons.

A warrior will often watch a kit they hope to mentor, and become familiar with the particular kit. Mentors can have more than one apprentice, but this is not frequent. Warriors require certain qualities to be mentors.

However, it does not matter how experienced a warrior is; when a cat is made a warrior, they can then be a mentor at any time.

Leaders usually only train the deputy's kits and other kits of important heritage, like Bluestar mentoring Firestar, as he is the subject of an important prophecy.

| Special Cases |

There are some things that can stop a kit or apprentice from becoming an apprentice or delay the apprenticeship, usually because of injuries.

However, in many of these cases the apprentice or kit will either recover or train as a medicine cat apprentice. Medicine cat apprentices are chosen by medicine cats, and unlike warrior apprentices, they remain apprentices even after receiving their full name, and continue to be until their mentor dies or retires.

| The Ceremony |

Leader: (Mentor), it is now your time for an apprentice. You will be mentor to (Apprentice).

Mentor walks out of the crowd. Apprentice goes up to meet the mentor.

Leader: (Mentor), the whole Clan knows your (reasons to have an apprentice, such as courage or loyalty). Do your best to pass on these qualities on to (Apprentice).

There is some form of trustworthiness between the mentor and apprentice, such as touching noses. The mentor and apprentice walk off to start the mentoring.

| Warrior Ceremony |

| Description |

Warriors have been trained in the ways of fighting and hunting in addition to the ways of the Warrior Code. They are charged with the responsibility to feed and protect those cats who are elderly or unable to spend time out of camp.

Warriors make up most of a Clan: each cat is, was, or will be a warrior (except medicine cats) unless they die before they become a warrior.

When a she-cat expects or nurses kits, she temporarily gives up her warrior duties, but takes them up again when her kits are apprenticed. Although, sometimes this is not true, as some cats would rather stay in the nursery to help other arrivals of new kits.

| Tasks |

> Providing defense and security

> Border patrols

> Marking borders

> Evicting or chasing out trespassers

> Camp security

> Stand guard and raise the alarm if invaded

> Protect the camp in the event of attack

> Providing food for the clan

> Serving in offensive operations

> Perform preemptive attacks against other Clans, either to eliminate a specific threat or to carry out another objective defined by the Clan Leader

> Mentor apprentices

| Education |

Kits are apprenticed at the age of six moons to a warrior, and are made full warriors once their mentor is satisfied with their skills and knowledge, and after they pass an assessment, and their leader is pleased with their training.

During apprenticeship, the apprentice must pass several assessments - tasks their mentor gives them, usually hunting in a specific place, while the mentor follows them unseen to check how they are getting on.

An apprenticeship usually lasts for six moons or more, thus, warriors are older than 12 moons. Cats become apprentices after an Apprentice Ceremony, and full warriors after a Warrior Ceremony.

| Mentors |

A warrior who currently instructs an apprentice is called a mentor. Before a warrior can become a deputy, they must mentor at least one apprentice.

This is not always true, as sometimes StarClan will send an omen to tell the leader or medicine cat who to choose, even if they have never been a mentor.

They will teach their apprentices the way of a warrior: how to hunt and fight, and the ways of the warrior code.

| Special Cases (Senior Warriors) |

A senior warrior is a warrior who is older and more experienced than the others, but has not decided to become an elder yet, and would rather serve their Clan as long as they can.

Senior warriors are given respect, and are often asked for advice by the Clan leader.

In the warriors' den, the senior warriors sleep towards the middle where it is warmest, while the younger warriors sleep towards the sides.

An example of a senior warrior is Whitestorm of ThunderClan, who was well respected by all his Clanmates.

| Daylight-warriors |

The concept of "daylight-warriors" was introduced in SkyClan's Destiny. It denotes kittypets who sleep with their Twolegs in a Twoleg Nest at night, but participate in a Clan's activities by day, like hunting and patrolling.

They can even train apprentices, or become a medicine cat apprentice. These warriors are generally scorned for being "half-kittypet" by their full-Clanmates.

| Medicine Cat Ceremony |

| Description |

Medicine cats are Clan cats who treat diseases and injuries, and who receive directions and guidance from StarClan. They have their own den in their Clan's camp, where they sleep, store herbs, and treat wounded or sick cats.

Medicine cats are not allowed to take mates or have kits. They are expected to stand apart from Clan rivalries.

Medicine cats have a special way of getting their full name. They are deeply respected by their Clanmates and few cats dare to argue with them.

| T asks |

> Knowing all of the herbs and store a supply of them in their den

> Treating wounded and sick cats

> Assisting queens while they are pregnant with kits, giving birth, or nursing them

> Check up regularly on the health of Clan cats, (especially queens, elders, and kits)

> Visiting the Clans' sacred place (such as the Moonstone or Moonpool) at every half moon to seek guidance from StarClan

> Interpreting prophecies and omens and sharing them with the Clan leader

> Upon the death of the Clan leader, accompany the deputy to the Moonstone or Moonpool to be appointed as the new leader

> Training an apprentice as the Clan's next medicine cat

> Bearing the knowledge of basic battle training in case they need them

> To visit StarClan when in a crisis that requires direct communication with StarClan

| Appointment and Education |

Kits who wish to become medicine cats are apprenticed at the age of six moons to the Clan's current medicine cat. They are introduced to StarClan as a medicine cat apprentice at the first half moon after they gain apprenticeship.

They earn their name at the Moonstone or Moonpool after successfully completing their training, assuming full responsibilities even while their mentor is still alive.

When an apprentice, the mentor (or full medicine cat), has them do tasks that prepare them for being a full time medicine cat.

The apprentice has to gather herbs, get water, or do other useful things. They are expected to watch carefully when their mentor is treating a cat, so that when the time comes, they can do it, too.

It is also revealed in Night Whispers that ShadowClan trains their medicine cats to fight like warriors.

| Special Cases |

Some cats have been known to exchange their life as a warrior to be a medicine cat or life-altering experiences may cause take them on that path but this is considered to be very uncommon.

Though most medicine cats believe in StarClan, a few rare exceptions, have become medicine cats despite their lack of belief.

Medicine cats usually keep their role until they die, with the exception of Goosefeather, Leafpool, and Runningnose.

While medicine cats are not permitted to have mates or kits, cats that have previously had and lost a mate may become medicine cats if they choose, even if they still have kits.

| Deputy Ceremony |

| Process |

The leader calls a Clan Meeting, and performs the ceremony by announcing these words:

Leader: I say these words before StarClan, so that the spirits of our warrior ancestors (or former deputy name) may hear and approve of my choice. The new deputy of (Clan) is (warrior's name).

| E xceptions |

Occasionally, a Clan leader does not announce the new deputy before moonhigh. This can be because: they are physically or emotionally unwell, or they are unsure whether the previous deputy is alive.

If the ceremony is not performed in time, it is sometimes seen as a bad omen. If the deputy dies in battle, the Clan Leader might choose to appoint the new deputy whilst still fighting, instead of waiting to return to the camp.

| Origin |

Originally, there was no rule in the warrior code that said that a new deputy must be announced before moonhigh.

Then, a ShadowClan leader, Snowstar, died, leaving his deputy, Brightwhisker, in charge of ShadowClan. Brightwhisker wanted to go to the Moonstone to receive her name and nine lives, however, her medicine cat, Redscar, advised her not to, as she was sick with whitecough.

Redscar left her to sleep for the rest of the night, but when he returned to her the next morning, he found that she had died without appointing a deputy to succeed her.

The rest of the Clan then argued over who should be the next leader. A warrior named Jumpfoot stated that he would like to be leader, and although several other cats supported him, one of the queens criticised him for being too aggressive and said that Mossfire should be leader instead.

A fight broke out between Mossfire and Jumpfoot, and they both died by each other's claws in the end.

In his sleep, Redscar was visited by the former ShadowClan leader, Snowstar. Redscar expressed his worries about ShadowClan, and

Snowstar asked him who he would like to be the next leader.

Redscar said that Flowerstem, Mossfire's sister, should be leader, as even though she watched her sister die, her only thoughts were to help her Clan.

Snowstar approved and told Redscar that he can convince the rest of the Clan of this choice if he used the right words.

Redscar then left a flower stem in the middle of the camp and said that it is a sign from StarClan. The rest of the Clan accepted this and Flowerstem was appointed leader.

Redscar said that he will tell Flowerstar to appoint a new deputy before moonhigh, so that no leader is left without a deputy for more than half a day.

| E lder Ceremony |

| Process |

An aging warrior, queen, or medicine cat may retire as an elder due to own initiative, when they feel they cannot help the Clan efficiently any more.

A cat may also retire if they are hindered from serving their Clan through old age, illness, or injury. They report this to the Clan Leader, who calls a Clan Meeting and addresses the warrior.

Leader: (Warrior), is it your wish to give up the name of a warrior and go to join the elders?

Warrior: It is.

Leader: Your Clan honors you and all the service you have given to us. I call upon StarClan to give you many moons of rest.

The Clan will call out the retired warrior's name and then he or she will go to the elder's den. An elder may receive a completely different name, with a different ceremony, than keeping their warrior name.

This ceremony is also used for other reasons, such as changing Lostface's

name to Brightheart.

Usually, an elder ceremony is held only when a cat retires due to old age. If they are forced to retire because of a severe injury, there is no ceremony.

| Name Changing Ceremony |

| Process |

When a cat's name no longer portrays who they are, a Clan leader can perform this ceremony to change it to a new name.

Normally, the name is changed from the result of an injury. However, sometimes it is changed when the cat has been named incorrectly and the leader wants to rectify this mistake.

| Ceremony |

The leader calls a Clan Meeting, and performs the change with the following words:

Leader: Spirits of StarClan, you know every cat by name. I ask you now to take away the name from the cat you see before you, for it no longer stands for what he/she is.

By my authority as Clan leader, and with the approval of our warrior ancestors, I give this cat a new name. From this moment on he/she will be known as (new name), for (description of the reason).

| Extra information |

A cat can request to change his/her name or another.

| Leader Ceremony |

| Origin |

The leader ceremony originated when the early warrior ancestors promised Shadow, River, Wind, Thunder, and Sky that if they found other cats like themselves, chose a home in the forest, and set down

borders in the forest, they would reward the five cats with eight more lives, so that they may lead their Clans for many more moons to come.

| Process |

The new leader goes to the Moonstone (or Moonpool) with the Clan's medicine cat. After touching the stone (or drinking from the pool), the new leader cannot move for a short period of time, because their old life is being ripped away so they can receive nine new ones.

Upon awakening, cats of StarClan come down from Silverpelt. Nine cats, normally ones who were significant during the new leader's life, although this is not always the case, give them their nine lives with these words:

Life-Giver: (Touches nose to the top of the new leader's head) With this life I give you (gift). Use it well (to, in, as, for, etc.) (use of gift).

When all of the lives have been given, the previous leader says these words:

Previous Leader: I hail you by your new name, ___star. Your old life is no more. You have now received the nine lives of a leader, and StarClan grants you the guardianship of__Clan. Defend it well; care for young and old; honor your ancestors and the traditions of the warrior code; live each life with pride and dignity.

Just as the forest-cats would call a warrior by their new name, the StarClan cats acclaim the new leader. After the ceremony, the new leader is not allowed to tell any cat what happened during the ceremony.

Getting nine lives does not necessarily mean that a leader will live longer, but they can survive certain accidents or injuries that would claim the life of a cat.

However, they cannot survive if they have major injuries such as the injuries Scourge gave Tigerstar. If a leader does not lose a life, they will die of old age nine times.

If a leader no longer wishes to be the leader, they must go to the Moonstone/Moonpool to revoke all but one life, so their deputy may

have their full nine lives.

| Vigil |

| New Warriors |

Newly appointed warriors are required to stay awake for the entire night after they received their warrior name, as decreed by the Warrior Code. They guard the camp in silence, while the other Clan members have a good rest.

In some cases, this rule cannot be adhered to, and the warrior receives another task.

| Vigil for the Dead |

If a Clan cat dies, his/her body is taken to the center of the camp, and several of their Clanmates, usually the cat's family members, close friends, and mentor/apprentice sit vigil for them through the night, sharing tongues for the last time before the elders bury the cat in the morning.

There can also be vigils for cats without bodies and suspected dead. There is no burial, but the cats still sit vigil.

Medicine (Clans/Tribe)

** Note: Do not use these remedies on domestic cats in real life. If your pet is injured or sick, see a veterinarian.*

* A bold * = Extra information

| Medicines and Herbs |

| Alder Bark |

Description: Bark of the alder tree.

Location: Grows mainly in boggy, wet terrain.

Usage: For tooth pain.

Effect: Eases toothaches.

| Beech Leaves |

Description: Large, broad leaves that can be serrated, entire or sparsely toothed.

Location: Grows in almost any soil that is not waterlogged.

Usage: By ThunderClan medicine cats for carrying other herbs.

Effect: None.

| Bindweed |

Description: Arrow-head shaped leaves with pale white or pink trumpet shaped flowers.

Location: Grows almost anywhere.

Usage: Fastens sticks to broken legs to keep them in place.

Effect: Unknown.

| Blackberry Leaves |

Description: Leaves from the prickly blackberry bush.

Location: Almost anywhere; they are very hardy plants.

Usage: These leaves are chewed into a pulp.

Effect: Eases the swelling of bee stings.

| Borage Leaves |

Description: It is easily distinguished by its small blue or pink star-shaped flowers and hairy leaves.

Location: Grows best in forests.

Usage: It is chewed and eaten by nursing queens.

Effect: It produces more and better milk. It also brings down fevers.

| Broom |

Description: Shrubs with small leaves and small yellow flowers.

Location: Grows in ThunderClan's old territory.

Usage: It is used to make poultices for broken legs and wounds.

Effect: Unknown

| Burdock Root |

Description: Tall-stemmed thistle with a sharp smell and dark leaves.

Location: Best in dry areas.

Usage: The root is dug up, the soil is washed off, and then it is chewed into a pulp.

Effect: Lessens and heals the pain of infected rat bites; used to prevent infection of rat bites.

* This herb is used to help Tawnypelt's rat bite heal in Moonrise.

| Burnet |

Description: Has oval-shaped leaves with serrated edges. Stems grow 50cm - 200cm tall, with large clusters of small flower buds on top.

Location: Usually found in dry, grassy meadows.

Usage: A traveling herb.

Effect: Is said to help stop minor bleeding on humans. Keeps a cat's strength up.

* A traveling herb first used in The Fourth Apprentice. Little is known about it.

| Catchweed |

Description: A plant with fuzzy green balls on long stems.

Location: It is common in hedges and other low, shrubby vegetation.

Usage: The burrs are put on the pelt where poultices are.

Effect: Stops poultices from being rubbed off without hurting the skin.

* Mothwing recommended this herb to Jaypaw in The Sight to stop Stormfur's poultice from getting rubbed off.

| Catmint |

Description: A leafy and delicious-smelling plant.

Location: Rarely found in the wild; mostly found in Twoleg gardens.

Usage: Eaten.

Effect: Best remedy for the deadly greencough, which kits and

elders usually catch in the season of leaf-bare. Can also be used for whitecough.

* It is best to collect late in the day, as the dew will have burned off (evaporated) so it won't rot in the store.

| Celandine |

Description: Yellow flower with four petals.

Location: Grows better on ThunderClan's territory, though it also grows on RiverClan's territory.

Usage: Juice is trickled into the eye.

Effect: Soothes damaged eyes.

| Chamomile |

Description: A small, white flower with a large, yellow center.

Location: Can be found in Twoleg gardens.

Usage: Eaten.

Effect: Strengthens the heart and soothes the mind. Also given to traveling cats for strength.

| Chervil |

Description: A sweet-smelling plant with large, leafy, fern-like leaves and small white flowers. The roots are described as being knobby and brown.

Location: In the Forest Territories, it was found at Snakerocks.

Usage: Chewed to extract the juice of the leaves or the root.

Effect: For infected wounds and bellyache, respectively. Can also be used during kitting.

| Chickweed |

Description: Tall-stemmed plant with fat, almond-shaped leaves.

Location: In the Forest Territories, it grew near Sunningrocks.

Usage: Eaten, such as catmint/catnip.

Effect: Treats greencough, though catmint is often preferred.

| Cob Nuts |

Description: A smooth brown nut with a hard outside shell. A type of hazelnut.

Location: In, under or near hazel trees that grow in sunny spots.

Usage: Made into ointments.

Effect: Unknown

* Cob nuts were mentioned by Snowpaw in Bluestar's Prophecy when she suggested they use some from Goosefeather's store to attract the prey out of their burrows.

| Cobwebs |

Description: Long, thin, shiny strands spun into a web by spiders. Very common.

Location: All around the forest.

Usage: Press over wound.

Effect: To soak up and stop (or slow) the bleeding. It may also be used to bind broken bones.

| Coltsfoot |

Description: A flowering plant with yellow or white flowers resembling dandelions. Grows best in newleaf.

Location: Grows by a waterfall in RiverClan's forest territory. It also grows well in ShadowClan's lake territory.

Usage: Leaves chewed into a pulp.

Effect: Eases breathing or kitten-cough, as well as cracked or sore pads.

| Comfrey Root |

Description: It has large leaves, small bell-shaped flowers, which are pink, white, or purple, and fat, black roots. Tangy smell.

Location: Damp, grassy places.

Usage: Roots are chewed into a poultice.

Effect: Repairs broken bones or soothes wounds. Also used for wrenched claws. Can be used for itching or for inflammation on stiff joints.

| Daisy Leaf |

Description: Thick, dark green, oval shaped leaves.

Location: Almost everywhere.

Usage: Chewed into a paste.

Effect: Eases the pain of aching joints. It is also a travelling herb.

* In Sunrise, Jayfeather brings a daisy leaf to Mousefur to smell, thinking it might be the mystery herb that Leafpool mixed in with the tansy. Also, in The Fourth Apprentice, Jayfeather gives Dustpelt some daisy leaves for his back pain.

| Dandelion |

Description: Common yellow-flowered plant with long, hollow stems. After flowering is finished, the flower transforms a sphere made out of hundreds of smaller white florets with seed heads at the bottom that connect to the flower head.

Location: Almost everywhere.

Usage: The white liquid is thought to be applied to bee stings.

Leaves can be chewed.

Effect: Thought to soothe and heal bee stings. Its leaves can also be chewed to act like a painkiller.

| Dock |

Description: Common, large-leafed plant with a tangy smell and taste.

Location: Doesn't grow well in mountains, best in leafy areas.

Usage: Chewed up and applied to scratches. Similar to sorrel.

Effect: Soothes scratches, though can sting when being applied. Soothes sore pads.

* In Twilight, Mothwing fetched it for Tumblekit to vomit on.

| Fennel |

Description: Thin, spiky leaves.

Location: Found in numerous places, especially on dry soils near the sea/coast and on riverbanks.

Usage: Stalks are broken and juice is squeezed into the receiver's mouth.

Effect: Helps pain in the hips.

* In The Forgotten Warrior, it was used during Sorreltail's kitting.

| Feverfew |

D

escription: Small bush with flowers resembling daisies. Has a sharp tangy smell and small soft leaves.

Location: Grows best along the water.

Usage: Eaten.

Effect: Reduces body temperature for cats with fever or chills. Also heals aches and pains, especially good for headaches.

| Goldenrod |

Description: A tall plant with bright, yellow flowers.

Location: Grows well on the WindClan moors.

Usage: Chewed into a poultice.

Effect: Good for healing wounds.

| Hawkweed |

Description: Unknown

Location: Unknown

Usage: Unknown

Effect: Unknown

* When Dovewing and Blossomfall bring back some catmint Jayfeather remarks that some hawkweed would be helpful in Dovewing's Silence.

| Heather Nectar |

Description: Nectar found in bell-shaped flowers.

Location: Best grown in shady areas.

Usage: Included in herbal mixtures.

Effect: Makes swallowing easier and sweetens mixtures.

* Jaypaw uses this for Squirrelflight's herbs in The Sight.

| Honey |

Description: A sweet, golden-coloured liquid made by bees.

Location: In honeycombs or bees nests up in trees.

Usage: Eaten, or given by moss soaked in it.

Effect: Soothes infections, smoke-damaged or sore throats, helps cats swallow other concoctions, helps soothe coughing, and gives energy.

| Horsetail |

Description: A tall, bristly-stemmed plant, referred to with fleshy stalks.

Location: Any marshy area.

Usage: Chewed to a poultice, and applied to wounds.

Effect: Treats infections and stops bleeding.

| Ivy Leaf |

Description: Leaves from the ivy vine.

Location: Grows in the ThunderClan medicine den.

Usage: By ShadowClan medicine cats to store other herbs.

Effect: None.

| Juniper Berries |

Description: Purple-blue berries from the dark green, spiky-leaved juniper bush.

Location: Grows in places that are not wet.

Usage: Chewed and eaten.

Effect: Soothes bellyaches, gives strength, and helps troubled breathing. It is also used to help calm cats.

| Lamb's Ear |

Description: Soft, fuzzy green plant.

Location: Commonly found in the mountains.

Usage: Unknown

Effect: Gives a cat strength.

* This herb was discovered first by the Tribe cats, and then when the Clans were resting in their territory, Stoneteller told Leafpaw about this herb.

| Lavender |

Description: A small purple flowering plant.

Location: Grown in Twoleg gardens. Can also be found in sunny spots with sandy or gravelly soil.

Usage: Placed under a cats nose and is to be inhaled constantly. Or rubbed/placed on an animals body to hide the scent of death.

Effect: Cures fever and chills. Also a herb used to hide the scent of death.

| Mallow Leaves |

Description: Large fuzzy three-nubbed leaves from a flowering shrub; sweet rose scent.

Location: Grows best near shore, but best collected at sunhigh, when they are dry.

Usage: Eaten.

Effect: Soothes bellyache.

| Marigold |

Description: A low-growing flower; yellow to bright orange.

Location: Near water.

Usage: Petals or leaves chewed in a poultice. Juice can be used as well.

Effect: Stops infection. Stops bleeding. Used for inflammation of stiff joints.

* In Firestar's Quest, this herb is used by Cinderpelt to try and heal Longtail's scratched eye.

| Mint |

Description: Downy, serrated leaves ranging from green to purple and yellow in color. Flowers are small and white or purple in colour.

Location: Patch beside ThunderClan nursery in the Forest Territories.

Usage: Rubbed on a dead body.

Effect: Hides the scent of death.

| Mouse Bile |

Description/Location: Extracted from the mouse. Foul smelling, stored in mouse and yellowish green. Medicine cats store them in moss to soak it for use.

Usage/Effect: Only remedy for ticks. Dabbed onto ticks to make them fall off. Cats always wash their paws after using mouse bile.

| Dried Oak Leaf |

Description: Round, cartoon-like ruffled leaves.

Location: All over the forest floor and collected in leaf-fall.

Usage: The dried leaves are to be stored in a dry location until the time of usage, when they are chewed into a thick poultice and spread on a wound.

Effect: Stops infection from setting in.

| Parsley |

Description: A long-stemmed plant with ragged-edged crinkly leaves, Sharp scent, tastes cold and fresh, tastes the same fresh or dried.

Location: Grows best in moist, well drained soil, with full sun.

Usage: Eaten.

Effect: Stops a queen from producing milk if her kits die, don't need milk anymore, or are producing too much milk. Also used to cure bellyache.

| Poppy Seeds |

Description: Tiny, round black seeds that are shaken out of a dried poppy flowerhead.

Location: All over forest.

Usage: Chewed on.

Effect: They can help a cat sleep, soothe shock or distress, or ease pain. Not recommended for nursing queens.

| Ragwort Leaves |

Description: Tall shrub with yellow flowers. Tastes foul to cats.

Location: Almost everywhere, especially in cool areas with high rainfall.

Usage: Crushed and chewed; mixed with juniper berries, it can help aching joints.

Effect: Treats aching joints and keeps a cat's strength up.

* It was used in Sunrise by Whitewing so she was strong during her kitting, and was used again in The Fourth Apprentice when Jayfeather gave it to the elders to help them during the drought.

| Ragweed |

Description: Ragged-leaved plant resembling a fern.

Location: Thought to be commonly found in the mountains.

Usage: Thought to give cats extra strength.

Effect: Like lamb's ear, ragweed gives a cat extra strength and energy.

* Ragweed was first discovered by the Tribe cats, later being told to Leafpool by Stoneteller, when the Clans were resting in their territory.

| Raspberry Leaves |

Description: Soft to the touch, but with jagged edges.

Location: Found on raspberry bushes.

Usage: It could be a painkiller, or help stop bleeding during kitting.

Effect: Could possibly ease pain, or stop bleeding.

| Rosemary |

Description: Tall with needle-like leaves and purple flowers.

Location: Near the ThunderClan warriors' den in the forest territory.

Usage: Put on the pelt of a dead cat to prepare for burial.

Effect: Hides the scent of death.

* Speckletail and Poppydawn used this herb in Bluestar's Prophecy to prepare Moonflower's body for burial.

| Rush |

Description: It has long narrow leaves and lavender-colored head stalks.

Location: Often grows in infertile soils in a wide range of moisture

conditions.

Usage: Used to bind broken bones.

Effect: Helps hold a broken limb in place, such as casts for Twolegs.

| Snakeroot |

Description: The best remedy for poison, especially snake bites.

Location: Grows mainly in warmer areas, however some grow in cooler areas.

Usage: Thought to be applied to wounds.

Effect: Thought to heal poison.

| Sorrel |

Description: Similar to dock, sorrel is used as a traveling herb.

Location: Can be found near Twoleg nests.

Usage: Eaten.

Effect: Traveling herb, can also build up appetite.

| Stick |

Description: Thin wooden protrusions that grow on and fall from trees.

Location: Can be found anywhere where there are trees.

Usage: Cats in pain bite it when other medicine is either unavailable or not recommended. Also used to help broken legs heal.

Effect: Distracts cats from pain. Recommended for queens giving birth.

| Stinging Nettle |

Description: It has green, spiny seeds.

Location: All over the forest.

Usage: The seeds are eaten by a cat who's swallowed poison, or the leaves are chewed into a poultice for a wound.

Effect: Induces vomiting, or brings down swelling, respectively. Can be mixed with comfrey to help heal broken bones. Helps with wounds.

| Sweet-Sedge |

Description: Thick green stem with long buds at the top.

Location: Grows all through leaf-bare. Most common around the RiverClan camp.

Usage: One must swallow the sap.

Effect: Eases infection.

* In Tallstar's Revenge it is used to help keep Hopkit's paw infection down.

| Tansy |

Description: The tansy plant has round, yellow leaves, and has a very sweet and strong scent, making it good for disguising a cat's scent.

Location: Found in the forest and near Twoleg places.

Usage: To be consumed, but only in small doses.

Effect: Cures coughs. Can be used to cure wounds and poisons. Stops cats from getting greencough. Soothes throats.

| Tormentil |

Description: It has a strong, aromatic scent to it and a sharp taste.

Location: Found in most cool or cold areas, but other types may be

found in gardens.

Usage: Chewed and put on the wound.

Effect: Its root is good for treating all wounds and extracting poison.

* It's used in the Tribe of Rushing Water, and is mentioned by Stoneteller to Jaypaw when he is taking care of Gray.

| Thyme |

Description: Small, delicate, thick, sticky leaves with a fresh tang.

Location: Best in hot, sunny locations.

Usage: Leaves can be chewed on.

Effect: Calms nervousness, anxiety, and cats who are in shock.

| Traveling Herbs |

Description: Traveling Herbs consist of sorrel, daisy, chamomile and burnet.

Location: Refer to top.

Usage: Eaten.

Effect: Used to give a cat more energy and strength, and it keeps the cat from getting hungry for a long time.

| Watermint |

Description: A green, leafy plant.

Location: Usually found in streams or damp earth.

Usage: It is usually chewed into a pulp, and then eaten.

Effect: Eases the suffering that originates from a bellyache.

* In Fading Echoes, it was also used to smooth Leopardstar's pelt

and hide the scent of death from it.

| W ild Garlic |

Description: Due to its strong smell, it is good for hiding the scent of a certain Clan, and disguising cats on raids.

Location: Not far from the forest entrance in the ThunderClan camp.

Usage: One must roll in it.

Effect: Prevents infection, especially rat bites.

| Willow Bark |

Description: Bark of the willow tree.

Location: Grows near Twoleg places.

Usage: Unknown.

Effect: Eases pain.

| Willow Leaves |

Description: Leaves of the willow tree.

Location: Unknown

Usage: Eaten.

Effect: Stops vomiting.

* Used by Yellowfang to stop Cloudkit's vomiting in Yellowfang's Secret.

| Wintergreen |

Description: Easily identifiable by its red berries.

Location: Oak-pine woods and sandy habitats to sub-alpine places.

Usage: Unknown.

Effect: Treats wounds and some poisons.

* Stoneteller mentioned it to Jaypaw while treating Gray's wound, wondering if the Clans used it.

| Yarrow |

Description: A flowering plant.

Location: Snakerocks, in the Forest Territories.

Usage: Its leaves are chewed into a poultice that can be given to cats or applied to a wound depending on the situation.

Effect: Extracts poison from wounds. Will make a cat vomit up toxins. The ointment will soften and help heal cracked pads.

* Yarrow is used on Sorrelkit by Cinderpelt when Darkstripe feeds her deathberries, and is also used by Mothwing to help poisoned cats when RiverClan is poisoned. Yarrow is also used when Cherrypaw and Mousewhisker accidentally eat Water Hemlock, and the yarrow is swallowed by both Cherrypaw and Mousewhisker to vomit the poison. Yarrow is used by Sagewhisker to cure Yellowkit and Nutkit's bellyache.

| Poisons |

| Deathberries |

Description: Red berries from the dark-leaved, poisonous yew bush.

Location: The ravine in the ThunderClan forest territory

Usage: Sometimes used to kill other cats by making them eat the berry.

Effect: Kills a cat within minutes when consumed.

* ShadowClan medicine cats use them to end a cat's life to prevent

unnecessary suffering.

| Foxglove Seeds |

Description: Tiny, black seeds from the bell-shaped flower of the foxglove plant.

Location: Almost everywhere, especially in temperate regions.

Usage: They are used to treat the heart.

Effect: They can easily cause paralysis and heart failure.

* They are often mistaken for poppy seeds because they look extremely similar. They are known to be a dangerous medicine. They are mentioned when Yellowfang scolds Cinderpelt and says, "You're a dangerous medicine cat! You could kill a cat by confusing foxglove seeds and poppy seeds!".

| Holly Berries |

Description: Plant with spiny leaves that produces red berries with no medicinal value.

Location: Forests.

Usage: Unknown

Effect: Unknown

* Holly berries, while not as dangerous as deathberries, are still a danger to kits. They make an appearance in Twilight, after Leafpool talks to Crowfeather; Sorreltail finds her hiding in a holly bush. Leafpool says she is looking for berries and Sorreltail asks, "Aren't they poisonous?".

| Deadly Nightshade |

Description: A small shrub with faintly scented, bell-shaped flowers that are purple tinged with green in colour. Berries are shiny and black when ripe.

Location: Moist, shady places. Often grows in places where the soils are rich in limestone.

Usage: To kill a cat who cannot be saved quickly.

Effect: Poisonous.

* Mentioned in Forest of Secrets when Fireheart and Cinderpaw are with Cloudkit. Cloudkit almost eats some deathberries, but is quickly stopped by Cinderpaw. When Cloudkit runs off and calls them to see what he found, she jokes in response that "Maybe it's deadly nightshade this time".

| Water Hemlock |

Description: Green or white flowers with petals in umbrella-shaped clusters.

Location: Wet, marshy areas.

Usage: Unknown

Effect: Causes writhing, pain, and foaming at the mouth.

* Water Hemlock is the most poisonous plant in the Clan territories after deathberries. Water Hemlock is used by Mousewhisker and Cherrypaw who mistake it for parsley, and the two collapse and start convulsing violently. Yarrow is used to help them afterward.

Diseases and Injuries

| Diseases and Conditions |

| C hest Infections |

Whitecough and greencough are the most common chest infections known to the Clan cats. Whitecough is the milder form, but if untreated, it can develop into the much more severe greencough.

Cats usually catch it during leaf-fall and leaf-bare, and sometimes it develops into large-scale epidemics. It can be fatal for elders and kits, and it has claimed the lives of several cats. It spreads quickly and is highly contagious.

Medicine cats treat it using catmint. If fevers accompany the cough, tansy or borage is used as well.

| Poisoning |

Poisoning is the ingestion of a substance that causes harm to the body, such as:

> Eating or drinking poisonous substances or plants such as deathberries. Kits are the ones who usually fall victim to this, being curious and unaware of the danger.

> Eating poisoned or rotten prey or drinking tainted water.

> Inhaling too much smoke from a fire.

> Being bitten by a venomous animal such as a snake.

If only a small quantity of poison is ingested, the cat usually just receives a bellyache, but larger amounts can cause death.

Medicine cats treat these bellyaches with yarrow or nettle leaves, while mild bellyaches can be treated with juniper or watermint. If a cat has been severely poisoned he/she may become unconscious for a length of

time.

| Rat-Borne Infections |

The cats sometimes fall victims to infections carried by rats. One of these infections is called Carrionplace Disease.

The first ShadowClan medicine cat, Pebbleheart, realized that rats were a source of disease.

As ShadowClan cats sometimes ate the rats from the Carrionplace in The Forest, they were prone to catch these diseases. Burdock root is used to stop infection from rat bites.

| Loss of Sensory Perception |

A cat may lose his or her eyesight or hearing due to old age or from accidents and infections, or birth defects. These conditions usually end their career as a warrior, as they cannot hunt or fight efficiently, and must retire as elders.

Kits born with defects usually die young, unless they have special skills compensating it, like in Jayfeather's case. Kits that are white with blue eyes have a higher chance of being born deaf, like Snowkit.

| Joint Aches |

A condition usually associated with elders, the joints gradually degenerating with age, causing pain and difficulty to move.

Damp environments can cause the appearance of this condition, so apprentices must make sure that the moss they gather for bedding is completely dry. It is usually treated using daisy or ragwort poultices.

| Toothache |

A toothache is caused by a cracked tooth, cavities, or an infection in the mouth. Alder bark is used to soothe the pain.

| Fever |

Fever is an abnormally high temperature of the body. It is not a disease in itself, but it usually signs the presence of an infection, such as greencough or an infected wound. If needed, it can be treated with feverfew, borage or lavender.

| Chill |

Chills are mostly associated with cold weather or being submerged in cold water for a long period of time. Although this condition is mild and is not a disease, it has claimed the lives of Mosskit and Hollykit.

Kits and elders are more at risk of dying when they get a chill. Licking a cat's fur the wrong way gets the blood flowing again. A poultice of lavender, catmint and feverfew is also a good remedy.

| Injuries |

| Wounds |

Wounds are injuries when the skin and the muscles beneath are torn, cut, or punctured. They may put a cat's life in danger due to blood loss, infections, or the damage of the organs.

Wounds are the most common injuries, due to the cats always fighting enemy Clans, badgers, or foxes. Minor wounds heal on their own in no time, but severe wounds must be treated by a medicine cat.

This treatment includes cleaning it thoroughly with the tongue, stopping the bleeding by pressing cobwebs on it, and applying poultices to prevent infection and help it to heal.

Herbs used in the poultices include goldenrod, marigold, burdock root or (in the case of rat bites) wild garlic. If the wound becomes infected, chervil or horsetail is used as well. The pain can be eased with poppy seeds or willow bark.

| Sprains |

Sprains are injuries to ligaments of a joint, caused by being stretched beyond their normal capacity and possibly torn. It causes

severe pain and decreased ability to move the joint. The cat must rest for several days.

| Joint Dislocation |

Joint dislocation is the displacement of a bone from its normal joint. Medicine cats treat this condition by first feeding the patient poppy seeds to make them sleepy so they don't feel it as much, and then forcing the limb back into the joint.

| Cracked Pads |

The paw pads may crack while walking long distances on hard surfaces, or due to cold weather. Elders are especially prone to this condition. It is treated with a poultice of coltsfoot or yarrow. Dock leaf poultices are also used to cool cracked pads.

| Broken Bones |

A broken bone is usually the result of an accident, such as falling down from a high place, or being hit by a monster.

Cats most often break their legs, and while medicine cats try to bind the bone with cobwebs, the injury usually results in the cat remaining crippled for the rest of his or her life.

A more severe injury is when a cat breaks his or her backbone. This results in the cat being unable to feel or move parts of his or her body. If the break is bad enough the cat will be killed on or shortly after impact.

Prey (Clans)

| Details |

The importance of eating is something that all of the Clans are concerned about every single day. They eat to keep up strength and maintain the health of the Clan as a whole.

Each of the Clans have a hunting specialty, due to the terrain they are familiar with and the traditions the cats are raised by.

Many different species of prey are hunted by the warrior cats. Usually, after killing prey, a cat will give thanks to StarClan for its life, and will bury it to keep it safe from other predators until they are ready to carry it back to camp.

The remains are usually buried. Cats will not kill prey only for fun, without the intention of using it to feed oneself, or the Clan, as this is part of the warrior code.

It is also in the warrior code that the hunters may not eat until they have caught prey for the rest of the Clan.

Traditionally, the weaker cats will be fed before the apprentices and warriors. The leader or deputy of a Clan must send more patrols before the cold weather strikes. In leaf-bare, prey is much harder to find than in any other season.

| Crowfood |

"Crowfood" is the Clan term for prey that has left to become rotten and unfit to eat. Prey typically is considered crowfood after about one or two days since it was killed.

Clan cats will occasionally eat crowfood if they are desperate and starving, but they avoid it as much as possible as it usually causes bellyaches or more severe illnesses.

In the old forest, a source of crowfood was Carrionplace, where

rotten prey could always be found, but it was known to carry sickness. Crowfood is also known as carrion.

| List of Prey |

| Amphibians |

| Frog |

Description: Leathery gray-green or gray-brown amphibians with powerful hind legs, a small brown patch by each eye and leathery skin. About 6cm (two to three inches) in length. Only eaten by ShadowClan.

| Toad |

Description: Greenish-brown amphibians with a heavy, rounded shape, thick legs and warty skin. Three to five inches long.

| Avians |

| Eagle |

Description: Large size, powerful build, heavy back and beak, keen eyesight and broad wings. About 1 meter long. Favoured prey for The Tribe of Rushing Water.

| Hawk |

Description: Smaller than eagles. Have impressive eyesight and curved talons. About one foot tall.

| Falcon |

Description: Small fast birds of prey - speed is faster than that of a hawk's. Have tapered wings with a wide wingspan for flying. About 1 meter in length. Most commonly taken piece of prey by the Tribe of Rushing Water

| Finch |

Description: A common type of songbird. About 10 cm in length.

Have strong stubby beaks and are pretty and colorful. Often caught by ThunderClan

| Thrush |

Description: Songbird. Soft-plumaged, small to medium sized birds, about 20 cm in length.

| Sparrow |

Description: Small and plump brown-gray songbirds with short tails and stubby yet powerful beaks. About 14 cm in length.

| Crow |

Description: Long-legged scavenging birds with a completely black body, a thick neck and a heavy, straight bill. 40cm - 50 cm in length. Considered very difficult to catch.

| Pigeon/Dove |

Description: Stout-bodied birds with short necks, short, slender bills. About 32cm in length.

| Starling |

Description: Black feathers with iridescent markings, bright yellow beaks. About 25cm in length.

| Magpie |

Description: Black and white birds that are related to crows. Very intelligent. About 20-30 cm in length. Often killed by ThunderClan.

| P heasant |

Description: Large birds. Highly ornate with bright colors, wattles and long tails. About one meter in length.

| Wre n |

Description: Medium to very small songbirds (about 15cm in length). Colours of their plumage can be gray, brown, black and

white.

| Moorhen |

Description: Medium sized water birds (about 35cm in length). Mostly brown and black with some white markings. Have rounded wings. Weak fliers but fast runners and swimmers.

| Blackbird |

Description: Have glossy black plumage, a long tail, blackish-brown legs, an orange eye ring and an orange-yellow beak. About 26cm in length. Often caught by ThunderClan

| Chicken |

Description: Normally shades of brown, white, or black plumage. Red markings on the head. Have red wattles the underside of the neck, close to the bill. About 30cm long. Often caught by rogues or loners.

| Robin |

Description: Songbird with a reddish-brown breast, brown underparts. Sometimes jet-black to gray. Mostly yellow-brown bill. About 35cm long.

| Wagtail |

Description: Small, often colorful birds with long tails, which wag frequently. About 16cm - 19cm in length.

| Lapwings |

Description: About 25 cm - 41cm long. They are very protective of their young. Their enemies are mainly weasels who hunt their young. Mainly found on the moors. They make their nests in climps of heather.

| Eggs |

Description: Unborn birds, found in nests protected by adult birds.

| Fish |

Description: Many different species such as trout, minnow, salmon, pike, or carp. Main prey of RiverClan, this diet makes their fur repel water.

| Mammals |

| Bat |

Description: Small furry animals with large ears and whose forelimbs form webbed wings. Only mammal capable of true flight. Range of different lengths - smallest bat is 29mm long.

| Shrew |

Description: Small, rodent-like creatures. Have grey to brown fur, long noses, small eyes and rounded bodies, About 9cm long.

| Water Shrew |

Description: Large shrews with small ears, a waterproof coat and a tail with a line of stiff fur that acts as a rudder. About 15cm long.

| Rabbit |

Description: Compact animals with long legs, oval-shaped heads, long ears and light brown fur with a lighter underbelly. About 35cm long. Main prey of WindClan.

| Hare |

Description: Long legs and ears similar to a rabbit. Fur is commonly an orange shade of brown. Very fast; can reach speeds of 45mph. About 45cm.

| Reptiles |

| Snake |

Description: Long, thin reptiles with mottled skin in shades of dark and light brown that range from yellow to red. On average they are

about 1.5 meters, although sizes may vary between species and such. Sometimes Shadowclan prey.

| Adder |

Description: Venomous snakes with long scaly bodies. Greenish-brown colour in females and steely grey in males. Body marked with indented zig-zag stripes. About 1 meter or longer in length.

| Lizard |

Description: Small brown reptiles with mottled, leathery skin and low slung bodies. They also have long, whip-like tails and stuck-out legs. Many shapes and sizes, though the ones caught by Clan cats are shorter, around 15 cm.

| Rodents |

| Squirrel |

Description: Rodents with fluffy tails and small paws. Majority are grey, though black, albino and red ones exist. About 8.5cm in length.

| Vole |

Description: Have very small, grey, stout bodies, a short hairy tail, a slightly round head and small ears and eyes. About 15cm in length.

| Water Vole |

Description: Small rodent with a short nose and tail and dense brown fur. About 25cm in length. Usually prey of RiverClan

| Mouse |

Description: Small brown rodents with long, naked tails, whiskers, large ears and prominent dark eyes. About 10cm in length.

| Wood Mouse |

Description: Look like normal mice but have longer, larger ears and a long, narrow snout.

| Rat |

Description: Small rodents with long bald tails and fur that ranges from gray-brown through black. About 25cm in length.

| Beetles |

| Beetle |

Description: Shiny, wide-bodied, black insects with black legs.

Predators and Other Animals

| Fox |

Foxes are small-to-medium-sized, omnivorous mammals. Foxes are slightly smaller than a medium-size domestic dog, with a flattened skull, upright triangular ears, a pointed, slightly upturned snout, and a long bushy tail.

Usually russet red in colour. Solitary animals, they live in dens alone or with their cubs. They dislike cats and would kill them for fun or entertainment, not for food. To cats, they are smelly and pungent.

| Badger |

Badgers have rather short, fat bodies, with short legs for digging. They have elongated weasel-like heads with small ears. Their tails vary in length depending on species; depending on age.

They have black faces with distinctive white markings, gray bodies with a light-coloured stripe from head to tail, and dark legs with light coloured underbellies.

They are territorial and will sometimes prey on kits or small apprentices. They are powerful and can delivery deadly blows to cats, especially untrained ones.

| Dogs |

Various sizes and colours, dogs are rowdy and loves to chase cats. They are loud, some fierce, fast, sharp-toothed.

Packs of dogs are to be feared - there's no way of knowing that they won't harm a cat. Since most dogs are seen with Twolegs all the time, cats view them as dumb and harmless.

| Birds of Prey |

Large birds; such as eagles, hawks, owls, falcons. Extremely sharp vision and armed with sharp, curved beaks and menacing talons. Most of them would sometimes swoop from the sky to grab prey - including kits.

| Farm Animals |

Horses, sheep, cows are four-legged peaceful animals. Horses are sturdy; tall and strong, long majestic manes and tails, armed with powerful hooves.

Sheep are mostly harmless. They look like fluffy white clouds gently grazing grass. Cows are relatively harmless, unless provoked. Their powerful hooves are to be avoided at all costs.

| Rats |

Ugly, beady-eyed rodents with a pink furless tail. They live almost anywhere where there is food - which is why they are really dirty and can cause infections if bitten by one. Lives in groups, and are large in numbers.

| Twolegs |

Tall, pinkish creatures with some fur on their heads. Walk on two legs, like the name suggests. They are viewed as dangerous and unpredictable.

One moment they cut trees, the next moment they could be locking up cats to be their own personal entertainment. Are to be avoided.

Tail Signals (Clans)

| Tail Held Erect |

Stop

| Tail Rippling |

Move forward with care

| Tail Held Erect and Sweeping From Side to Side |

Retreat silently

| Tail Pointing Low, Parallel to Ground, and Sweeping |

Spread out

| Tail Bobbing |

Enemy sighted

| Tail Hooked |

Danger

| Tail Pointed |

Go that way

| Tail Held Erect and Waving From Side to Side |

Stay behind me

| Tail Kinked Over Back |

Follow me

Codes (Clans)

| Medicine Cat Code |

Unlike warriors, the medicine cats live by their own special code. They are expected to live up to it and put aside clan rivalries.

• A medicine cat may not fall in love or take a mate.

• A medicine cat may not have kits.

• A medicine cat may only retire when their apprentice is ready to take their place.

• A medicine cat shares dreams with only StarClan.

• A medicine cat may only discuss dreams, prophecies, etc. with their leader or other medicine cats at the monthly meeting; dreams of an otherwise prophetic nature should not be disclosed to any outside parties, or any other cats in the Clan.

| Warrior Code |

1. Defend your Clan, even with your life.

You may have friendships with cats from other Clans, but your loyalty must remain to your Clan, as one day you may meet them in battle.

2. Do not hunt or trespass on another Clan's territory.

3. Elders, Queens, and kits must be fed before apprentices and warriors.

Unless they have permission, apprentices may not eat until they have hunted to feed the elders. If any warrior or apprentice is sick or injured, they may eat while the elders, queens, and kits are eating.

4. Prey is killed only to be eaten. Give thanks to StarClan for its life.

5. A kit must be at least six moons old to become an apprentice.

6. Newly appointed warriors will keep a silent vigil for one night after receiving their warrior name.

7. A cat cannot be made deputy without having mentored at least one apprentice.

8. The deputy will become Clan leader when the leader dies or retires.

9. After the death or retirement of the deputy, the new deputy must be chosen before moonhigh.

10. A Gathering of all four Clans is held at the full moon during a truce that lasts for the night. There shall be no fighting among Clans at this time.

11. Boundaries must be checked and marked daily. Challenge all trespassing cats.

12. No warrior can neglect a kit in pain or danger, even if the kit is from a different Clan.

13. The word of the Clan leader is the warrior code.

14. An honorable warrior does not need to kill other cats to win his/her battles, unless they are outside the warrior code or if it is necessary for self-defense.

15. A warrior rejects the soft life of a kittypet.

16. Each Clan has the right to be proud and independent, but in times of trouble they must forget their boundaries and fight side by side to protect the four. Each Clan must help the others so that no Clan will fall. *(Newly added by Bramblestar)*

Warriors who broke the code are usually looked down upon and may be rejected from StarClan when they die.

Gestures (Clans)

| Touching noses |

"I like you!"

| Lick on the cheek |

"I really like you."

| Lick on the ear |

Comforting.

| Lick on the forehead |

"I love you!" / "Will you be my mate?"

| Brushing tail on back or flank |

Calming.

| Lick under/on belly |

"I want kits."

| Touching nose to cheek |

"I'm happy for you." / Comforting. / "I'm glad you're here." (Third one for mates)

| Nuzzle |

Comfort / "You're hilarious!" (The second is for mates)

| Lick own chest fur |

To hide embarrassment.

| Lick on the shoulder |

Respect.

| Lick on the tail |

"Will you be my mate?"

| Lick on the paw |

"You are my friend!"

| Lick below the chin |

"I want you forever!"

| Lick on the nose |

"Do you want to play?"

| Rubs tail anywhere |

Flirty, comforting or curious.

| Rubbing against you |

"I like you." / "Don't worry." / "I love you."

| Licking constantly |

Cleaning.

| Flattens ears |

"Back off!"

| Bares teeth |

"Get away from me!"

| Lunging at you |

"Back off now!"

| Roll on your back |

"You are stronger than me, I respect you."

| Tail tucked |

Scared.

| Growling/hissing/spitting |

Angry or accenting.

Healing Remedies Without The Use Of Herbs (Clans)

| Gently nip spine or poke with claw |

To tell if a cat's backbone is broken or not. If a cat can't feel the nip or poke, it's broken.

| Lick fur |

To clean wounds, bring down shock and warms a cold cat (when licking the wrong way).

| Moss soaked in water |

For sick or injured cats to drink, cool feverish cats or help in kitting.

| Nectar/Honey/Mouse blood |

To sweeten herbs.

| Soaking in water |

To stop swelling and soothes scraped pads.

| Water therapy |

Cats with weak, hurting muscles or bones wade in the water, so that eventually they will get stronger.

| Wailing/Yowling |

Provided that the cat does not have a sore throat, it keeps the lungs and chest clear.

Herb Tips

- If herbs are wet, leave them out in the sun to dry.

- Gather fresh herbs when stock gets low.

- Leave enough of the herb on its plant so that it can grow back.

- Check the herb store often, and dispose old, weak, or damaged herbs.

- Wrap honey in dock leaves, with rhubarb to keep it fresh.

- Use bark strips to finish the leaf wrap/keep the herbs together.

Hunting Techniques (Clans)

| Hunter's Crouch |

Keep your body low with your tail sticking out straight ahead. Hind legs must be ready to leap and front paws must be ready to pounce.

| Fishing Catch |

When fishing in a lake or river, keep your reflection away from the water to avoid alerting the fishes of your presence. When a fish comes, quickly hook your part into the water and scoop the fish onto the surface and kill it with a bite.

| Squirrel Race |

When a squirrel runs up a tree to escape, quickly run up the trunk beside the squirrel until you're fast enough to blown it to the top of the tree. Chase it down and hopefully catch it.

| Bird Leap |

When a bird is aware that it is being hunted and begins to fly up, leap as high as possible to drag the bird down.

| Mouse Stalker |

Keep pawsteps light on the ground and try to slide them so the mouse you're hunting won't feel your pawsteps.

| Rabbit Fishing |

Usually used when desperate. Find a rabbit hole and make sure a rabbit is inside. Wait silently for the rabbit to come out. When it does, scoop it out like you're fishing.

Battle Moves (Clans)

| Back Kick |

Explosive surprise move to catch opponent from behind. Judge opponent's distance from you carefully, then lash out with your back legs, taking all weight on your front paws.

| Belly Rake |

A fight-stopper. Slice with unsheathed claws against the soft flesh of the opponent's belly. If you're pinned down, the belly rake quickly puts you back into control.

| Front Paw Blow |

Frontal attack. Bring your front paw down hard on your opponent's head. Claws sheathed.

| Front Paw Strike/Forepaw Slash |

Frontal attack. Slice downward with your front paw at the face or body of your opponent.

| Killing Bite |

A death blow to the back of the neck. Quick and silent and sometimes considered dishonorable. Used only as a last resort.

| Leap-and-hold |

Ideal for a small cat facing a larger opponent. Spring onto opponent's back and grip with unsheathed claws. Now you are beyond the range of the opponent's paws and in position to inflict severe body wounds. A group of apprentices can defeat a large and dangerous warrior in this way. Watch for the drop-and-roll counter move, and try to jump free before you get squashed.

| Partner Fighting |

Warriors who have trained and fought together will often fall instinctively into a defensive position, each protecting each other's back while fending off an opponent on either side. Slashing, clawing, and leaping together, battle pairs can be a whirlwind of danger for attackers.

| Play Dead |

Effective in a tight situation, such as when you are pinned. Stop struggling and go limp. When your opponent relaxes his/her grip, thinking you are defeated, push yourself up explosively. This will throw off an unwary opponent and put you in attacking position.

| Scruff Shake |

Secure a strong teeth grip in the scruff of your opponents neck; then shake violently until he or she is too rattled to fight back. Most effective against rats, who are small enough to throw. A strong throw will stun or kill them.

| Tail Yank |

Grab your opponent's tail and yank it with such force your opponent is thrown off balance.

| Teeth Grip |

Target your opponent's extremities - the legs, tail, scruff or ears - and sink in your teeth and hold. This move is similar to the leap-and-hold except your claws remain free to fight.

| Upright Lock |

Final, crushing move on already weakened opponent. Rear up on back legs and bring weight down on opponent. If opponent does the same, wrestle and flip him under you. This makes you vulnerable to the belly rake, so it takes great strength and speed.

| Half-Turn Belly Rake |

Turn onto your side, slip under the opponent's belly, rake it with your claws, then swiftly turn back onto all fours out from under

your opponent.

| Badger Defense |

Leap over opponent, turn on your back legs and bite opponent's leg. Used only when fighting badgers.

| Duck and Twist |

Simple defensive move. The cat ducks then twists around, rolling over onto his/her back, and then springs to their paws.

| Jump and pin |

Complicated move. Leap backwards, and bounce off the wall. With precise accuracy, land on the cat.

Battle Tactics (Clans)

| Approach from behind your enemy |

The advantage is gaining the higher ground is that you can charge at greater speed at the enemy, who will be weakened by having to fight uphill.

| Use the light from the sun |

The sun should be behind you to dazzle your Use the light from the sun enemy. In green leaf, the midday sun is especially bright and cruel to cats who are used to sulking under the cover of the trees.

In leaf bare, the low sun hovers around the eye line like a troublesome bee, keep your enemy from facing it, and they'll have trouble seeing an attacker from any direction.

| Know were the wind is coming from |

If there is a strong wind, it should be blow from behind you toward the enemy, blinding them with dust and holding them back like a current of a river.

If you wish to preserve the element of surprise, the wind should blow from the enemy position toward you so your scent is carried away from them.

| Conceal the size of your force |

The number of cats in your battle patrols can be hidden to confuse the enemy from a distance. Cats packed tightly together will appear as a small attacking force, encouraging the enemy to be overconfident and make poor strategic decisions.

Alternatively, is cats are spread out in signal file, they will look like a solid border of warriors, which will seem impenetrable to an advancing enemy.

| Attack from both ends of the Enemy first |

If both ends of the enemy line are defeated, the cats in the center of the line will have to fight the two fronts. Even if they are outnumbered, the will be out flanked, vulnerable, and in disarray.

| Keep fresh warriors in reserve |

Always have adequate reserves of fresh, fit warriors behind the battle line. They will be able to replace injured warriors, launch a separate attack if the enemy tries to encircle your forces, or fend off a surprise enemy from the rear.

If the battle is in your favor, finish it by sending your reserve warriors behind the enemy line to surround them and demand surrender.

| Feigned retreat and ambush |

A group of strong cats charges at the enemy, screeching, then turns and withdraws. Repeat this until the infuriated enemy finally breaks it's line and gives chase.

Then the trap is sprung. Other warriors positioned in rabbit holes and other dips in the ground-out of enemy eyes line- attack as soon as your opponents have gone past.

The enemy will be forced to stop and turn around to fight the unexpected threat, as they do the retreating cats must turn and charge back at them with full speed. The enemy is caught between two bodies of attacking cats and will quickly surrender.

Water Combat (Clans)

| Double-Front-Paw |

Splashes water into the face of the enemy.

| Underwater Leg Sweep (Front of Hind) |

The opponent will not see it coming under the water so won't have a chance to brace himself before losing his balance.

| Push-Down and Release |

Almost all non-RiverClan cats panic if they are submerged, while RiverClan cats know how to hold their breath underwater. This move can be used to secure a decisive victory, because it's most likely to make the opponent surrender.

| Underwater Clinch |

Uses warrior's weight to hold the opponent below the surface, with a firm grip that enables the warrior to bring his enemy spluttering back to the surface before forcing him under again.

| Tail Splash |

Temporarily blinds opponent by flicking water in his eyes.

| Underwater Push-Off |

Crouching and erupting out of the water into opponents, using surprise and impact to knock him off balance.

| Rushpaw Splash |

Using noise of water splashed at a distance to create a decoy, leaving opportunity for a surprise attack.

Above-Ground Combat (Clans)

| The Sky-Crusher |

Landing with all four feet on top of an opponent, flattening him like a leaf.

| The Flick-Ove r |

Landing with front paws outstretched to sweep the opponent off his feet and roll him onto his back.

| The Kick |

Kicking down hard as the warrior nears the ground, then using momentum from landing to spring away before the opponent can retaliate.

| The Slice |

Dropping down with claws unsheathed for maximum injury.

| The Branch Swing |

Holding on to the branch with front claws and swinging hind legs into the opponent's face.

| The Reverse Branch Swing |

Holding on to the branch with back claws and striking with front legs through the swing.

| The Trunk Swing |

Sliding down the trunk and springing off at head height, using hind legs to push off and clear opponents. (Good if tree is surrounded.)

| The Reverse Climb |

Climbing backward up the trunk as the opponent advances to gain advantage of height; often followed by Trunk Swing.

Checking for Trespassers

- Move quietly and communicate using tail-signals. Cracking twigs, startling birds, and rustling bracken will tell the enemy exactly where you are.

- Keep downwind of the trespassers so that your scent doesn't give you away.

- Look for freshly broken twigs, overturned leaves on the forest floor, remains of prey, or a clump of fur caught on a bramble. Any animal that moves through the forest leaves behind signs that it's passed-and signs like this could lead you straight to the invaders.

- Keep your mouth open to search for unfamiliar scents. Be careful: If there is scent when there is no breeze to carry it through the forest, it could mean that your enemy is very close by.

- Light-colored pelts are easily seen against brown and green foliage, so stay in the thickest cover. Keep low-the enemy will be looking for movement at normal head height, not close to the ground.

- Never miss an opportunity to perfect your tracking ability. In the nursery, kits sneak up on their mothers and pounce with their moss-soft paws. Apprentices leap out on one another from behind bushes and tree stumps. These are more than just games. One day, these skills could save your life and defend your Clan.

Prophecies and Omens

| Prophecies |

| In the Super Edition Arc |

| Yellowfang's Secret |

| A Terrible Force Is Coming |

Prophecy: "A poison will spring from the heart of ShadowClan, and spread to the other Clans. A storm of blood and fire will sweep the forest."

Sign: Message from Molepelt

Interpreter: Featherpaw

Meaning: Yellowfang, the future ShadowClan medicine cat, becomes mates with Raggedstar and gives birth to Brokenstar, who nearly destroys the Clans, and trains kits below six moons.

Reference: Yellowfang's Secret

| Bluestar's Prophecy |

| Like Fire, You Will Blaze Through the Forest |

Prophecy: "Like fire, you will blaze through the forest... but beware - even the most powerful of flames can be destroyed by water."

Sign: Burning branch

Interpreter: Goosefeather

Meaning: Bluestar would become leader and bring peace to ThunderClan. Her power is shown greatly, just like fire blazing throughout a forest, like the prophecy foretells it. However, she dies on her last life by drowning in the gorge. It was also a warning that

her relationship with Oakheart (beware) would have ruined her chances of becoming leader, and take Rusty/Firepaw (the most powerful of flames) into ThunderClan, and only avoided this fate by giving up her kits.

Reference: Bluestar's Prophecy

| A Thistle has Thorns |

Prophecy: "A thistle has thorns as sharp as claws, don't let Whitekit get hurt by them."

Sign: Message from Goosefeather to Bluefur

Interpreter: Goosefeather and Bluefur

Meaning: Bluefur should keep Whitekit away from Thistleclaw, as he is dangerous, and will provide a battle-hungry influence for the little kit. As Bluefur succeeds, Whitestorm becomes a loyal, wise, ThunderClan warrior.

Reference: Bluestar's Prophecy

| That Kit Should Have Never Survived |

Prophecy: "I'm sorry, StarClan. That cat should have not survived. This was never meant to happen."

Sign: Message from Goosefeather to StarClan

Interpreter: Goosefeather and Bluefur

Meaning: Tigerkit should have died along with his siblings. He was never meant to survive, as he would do terrible things to the forest later on. This is proved to be true, as Tigerstar brought war to the forest with BloodClan, becoming too ambitious, and almost wiping out the Clans altogether.

Reference: Bluestar's Prophecy

| Firestar's Quest |

| Kin of Your Kin |

Prophecy: "There will be three, kin of your kin, who hold the power of the stars in their paws."

Sign: Message from Skywatcher

Interpreter: Firestar

Meaning: This prophecy tells of the arrival of three cats more powerful than any before them, and that they are related to Firestar. They are later revealed to be Jayfeather and Lionblaze, Firestar's grandsons, and Dovewing, Firestar's great-grand-niece. However, this prophecy happens before the birth of the three, so it takes a while for Firestar to figure out who the three are.

References: Firestar's Quest

| SkyClan's Destiny |

| Deeper Roots |

Prophecy: "Greenleaf will come, but it will bring even greater storms than these. SkyClan will need deeper roots if it is to survive."

Sign: Message from StarClan

Interpreter: Leafstar

Meaning: That SkyClan needs to have more "connections" and needs to thrive if it is to survive the test of the time.

References: SkyClan's Destiny

| Bramblestar's Storm |

| When Water Meets Blood |

Prophecy: "When water meets blood, blood will rise."

Sign: Message from Cloudstar

Interpreter: Bramblestar

Meaning: Bramblestar and Tawnypelt share the blood bond of siblings. They rose above the rules of the warrior code by interfering with rival Clans, and when danger from the flood, kittypets, and badgers threatened both their Clans, their bond gave them the strength to overcome those obstacles.

Reference: Bramblestar's Storm

| Blood Does Not Have To Mean Death |

Prophecy: "Blood does not have to mean death. It can bring more strength than you can imagine."

Sign: Message from Yellowfang

Interpreter: Bramblestar

Meaning: The bonds of blood between Bramblestar and Tawnypelt brought them the strength to fight, the badgers that ShadowClan was having trouble against, together.

Reference: Bramblestar's Storm

| In The Prophecies Begin Arc |

| Into the Wild |

| Fire Alone Can Save Our Clan |

Prophecy: "Fire alone can save our Clan."

Sign: Shooting star

Interpreter: Spottedleaf

Meaning: A cat with a flame-colored pelt (Firepaw) will save ThunderClan (from the treachery of Tigerclaw) in The Darkest Hour and The Last Hope. Bluestar first thought it meant real fire, which destroyed the Clan's camp.

Reference: Into the Wild

| Fire and Ice |

| Beware A Warrior You Cannot Trust |

Prophecy: "A battle is coming, Fireheart. Beware a warrior you cannot trust."

Sign: Message from Spottedleaf

Interpreter: Fireheart

Meaning: This was a warning for Fireheart to beware of Tigerclaw, but Fireheart thought it was Graystripe since they were having an argument at the time. He later finds out it's Tigerclaw when the deputy allows Leopardfur to fight Fireheart in the battle against RiverClan in defense of WindClan and doesn't attempt to help him.

Reference: Fire and Ice

| Forest of Secrets |

| StarClan is Calling |

Prophecy: "StarClan is calling you... do not be afraid."

Sign: Dream

Interpreter: Fireheart

Meaning: Bluestar was going to choose Fireheart as deputy. At first, Fireheart misinterprets it, thinking he is going to die.

Reference: Forest of Secrets

| Rising Storm |

| Beware an Enemy Who Seems to Sleep |

Prophecy: "Beware an enemy who seems to sleep."

Sign: Dream

Interpreter: Fireheart

Meaning: A warning for Fireheart that even though Tigerclaw has

been exiled, he is still a major threat. Fireheart thinks that it refers to the sickness that the ShadowClan cats had and Darkstripe.

Reference: Rising Storm

| The Darkest Hour |

| Lion and Tiger |

Prophecy: "Four will become two, Lion and Tiger will meet in battle, and blood will rule the forest."

Sign: Firestar's leadership ceremony with a hill of bones oozing blood and Firestar seeing his reflection turn into a lion

Interpreter: Firestar

Meaning: Tigerstar united RiverClan and ShadowClan to become TigerClan, and Firestar followed suit with WindClan and ThunderClan to become LionClan. The four Clans become two, and LionClan and TigerClan meet in battle. BloodClan is the final enemy. Scourge kills Tigerstar, but in the end blood does not rule the forest; TigerClan and LionClan unite to drive out BloodClan.

Reference: The Darkest Hour

| In the New Prophecy Arc |

| Midnight |

| Darkness, Air, Water, and Sky |

Prophecy: "Darkness, Air, Water and Sky will come together and shake the forest to its roots. Nothing will be as it is now, nor as it has been before."

Sign: Dream

Interpreters: Brambleclaw, Feathertail, Crowpaw, Tawnypelt

Meaning: A cat of each Clan will travel to find a new home, shaking the Clans with their warning.

Reference: Midnight

| Moonrise |

| The Silver Cat |

Prophecy: A silver cat will come, and rid theTribe of Rushing Water of the dangerous mountain cat Sharptooth.

Signs: Signs of nature; pattern of the moonlight, shadows cast by the stones, sound of raindrops, a flash of silver fur in the pool

Interpreter: Stoneteller

Meaning: Feathertail, one of the journeying cats, drives a stalactite into Sharptooth's body, sacrificing herself in the process. But at first, the Tribe of Rushing Water believed it was Stormfur.

Reference: Moonrise

| Starlight |

| Blood Will Spill Blood |

Prophecy: "Before there is peace, blood will spill blood, and the lake will run red."

Sign: Dreams of a lake stained with blood

Interpreter: Leafpool

Meaning: The blood-related half-brothers, Hawkfrost and Brambleclaw, will meet in battle and spill blood; Hawkfrost is killed and his blood turns the lake water red.

Reference: Starlight

| In the Power of Three Arc |

| The Sight |

| Kin of Your Kin |

Prophecy: "There will be three, kin of your kin, who hold the power of the stars in their paws."

Sign: Dream

Interpreter: Jaypaw

Meaning: Same as the "Kin of Your Kin" prophecy in Firestar's Quest

Reference: Outcast

| In the Omen of the Stars Arc |

| The Fourth Apprentice |

| Sharp-Eyed Jay and the Roaring Lion |

Prophecy: "After the sharp-eyed jay and the roaring lion, peace will come on dove's gentle wing."

Sign: Dream

Interpreter: Dovepaw

Meaning: Referencing the three cat's abilities, that being Jayfeather's 'sharp eyes' and Lionblaze's 'roar', his ability in battle, Dovewing (then Dovepaw) will be the one to help return them to peace.

Reference: The Fourth Apprentice

| Storm clouds on a Dark Breeze |

Prophecy: "Beware, Jay's Wing. Storm clouds are gathering on a dark breeze."

Sign: A whisper from an ancient cat

Interpreter: Jayfeather

Meaning: That Breezepelt is going to cause trouble and attack Jayfeather with help from a Dark Forest cat, later revealed to be

Brokenstar.

Reference: The Fourth Apprentice

| Night Whispers |

| The Defeated Fox |

Prophecy: "Yesterday, four patrols could not drive the fox from their territory. Today, Lionblaze sent it fleeing for its life."

Sign: Lionblaze defeats a fox when four patrols could not

Interpreter: Yellowfang

Meaning: ThunderClan must stand alone in the battle against the Dark Forest to emerge victorious.

Reference: Night Whispers

| Sign of the Moon |

| Three Must Become Four |

Prophecy: "The end of the stars draws near. Three must become four to battle the darkness that lasts forever."

Sign: Dream

Interpreter: Jayfeather

Meaning: The Three must find the fourth to finally defeat the Dark Forest.

Reference: Sign of the Moon

| In the Warriors App |

| SkyClan's Hunting Grounds |

Prophecy: Unknown

Sign: Dream

Interpreter: SkyClan Medicine Cat

Meaning: SkyClan will lose its hunting grounds and will be forced to leave the forest.

Reference: Warriors App

| Omens |

| In the Super Edition Arc |

| Tallstar's Revenge |

| Tuft of Fur |

Omen: A tuft of black-and-white fur being blowed away by wind over the moor and vanishing.

Interpreter: Barkface

Meaning: StarClan agrees that Talltail's destiny is outside the Clans.

Reference: Tallstar's Revenge

| Crookedstar's Promise |

| Crooked-Jawed Squirrel |

Omen: A squirrel with a crooked jaw, caught by Crookedjaw

Interpreter: Hailstar

Meaning: Crookedjaw would become the new deputy of RiverClan. Later in the book, Mapleshade reveals she was the one who created the omen.

Reference: Crookedstar's Promise

| Bluestar's Prophecy |

| Flattened Fur |

Omen: A bit of flattened fur on a piece of prey.

Interpreter: Goosefeather

Meaning: Thought to be a sign that WindClan is going to attack them, because it looked like the forest was flattened by wind.

Reference: Bluestar's Prophecy

| Catmint in Fur |

Omen: A piece of catmint found in the fur of the prey.

Interpreter: Goosefeather

Meaning: Thought to be a sign that to defeat WindClan, they must attack their medicine supply.

Reference: Bluestar's Prophecy

| Clouds Moving Across the Sky |

Omen: Clouds in the sky

Interpreter: Goosefeather

Meaning: Bluekit and Snowkit's apprentice ceremony will come early.

Reference: Bluestar's Prophecy

| Gleaming Blood |

Omen: Thistleclaw's spiky pelt gleaming and drenched with blood. It oozes from his fur, drips from his whiskers, and stains the snow. No other cat can see it except for Bluefur and Goosefeather.

Interpreter: Goosefeather and Bluefur

Meaning: It is the vision of ThunderClan's path if Thistleclaw is to lead them.

Reference: Bluestar's Prophecy

| SkyClan's Destiny |

| Flood in the Gorge |

Omen: Water drowning the cats in the gorge

Sign: Dream

Interpreter: Leafstar

Meaning: Another reference that means greater storms are coming for SkyClan. It could also be referencing the flood in Beyond the Code.

Reference: SkyClan's Destiny

| Bramblestar's Storm |

| Injury from a Branch |

Omen: Jayfeather gets scratched from a branch that wasn't previously there

Interpreter: Bramblestar

Meaning: A stick will cause trouble for the Clan. The stick is revealed to be the Stick of the Fallen, which Seedpaw dies trying to retrieve.

Reference: Bramblestar's Storm

| In The Prophecies Begin Arc |

| Into the Wild |

| Torn Collar |

Omen: Rusty's collar is torn off in a fight with Longtail

Interpreter: Bluestar

Meaning: Rusty left his kittypet life behind, and StarClan has accepted him and he will be welcome to join the Clan as Firepaw.

Reference: Into the Wild

| Fire and Ice |

| An Unnecessary Death |

Omen: Red clouds

Interpreter: Barkface

Meaning: The day will bring an unnecessary death. Later, when Fireheart and Graystripe were returning to their home in ThunderClan, they were attacked by a RiverClan patrol, and in the confusion of the fight, Whiteclaw, a RiverClan warrior, fell to his death over the gorge when he attacked Graystripe.

Reference: Fire and Ice

| StarClan's Anger |

Omen: Clouds covering the full moon during a Gathering

Meaning: Gatherings are a time of peace, and if there is any violence, StarClan sends clouds to cover the moon signifying their displeasure. This occurs at several Gatherings after the cats start fighting or saying rude things about each other.

Reference: Fire and Ice, and several other books thereafter

| Forest of Secrets |

| Fresh-Kill Turning into Crowfood |

Omen: A magpie in the fresh-kill pile that was intended for Bluestar turns out to be crowfood

Interpreter: Cinderpelt

Meaning: Bluestar's leadership of ThunderClan will slowly rot away from the inside.

Reference: Forest of Secrets

| Rising Storm |

| Beam of Light From Star |

Omen: A single star sending a frail beam of light, and Nightstar then drawing in a long, steady breath

Interpreter: Runningnose

Meaning: StarClan is with ShadowClan after all. A great new dawn awaits ShadowClan. In that star, StarClan had shown him their glorious future.

Reference: Rising Storm

| Owl's Wing Blocking Light |

Omen: A wide, gray owl's wing sweeping across the ray of starlight and an owl swooping down. The owl leaves, along with the star and the sky is pitch black.

Interpreter: Runningnose

Meaning: A dreadful warning that ShadowClan would pay the highest price possible for their new dawn.

Reference: Rising Storm

| In the New Prophecy Arc |

| Midnight |

| Fire and Tiger |

Omen: A vision of a giant tiger leaping from flames

Interpreter: Cinderpelt

Meaning: Brambleclaw (Tigerstar's son) and Squirrelpaw (Firestar's daughter) would find a new home for the Clans, and unite them for the journey. Cinderpelt first misinterprets it, thinking it meant that the two cats presented a danger to the Clan, or to each other.

Reference: Midnight

| Moth's Wing |

Omen: A moth's wing found outside of the medicine cat's den

Interpreter: Mudfur

Meaning: Mothwing, the former rogue, was fit to become a medicine cat apprentice. It was later revealed that Hawkfrost left the moth's wing outside of Mudfur's den so he could use Mothwing's medicine cat status to help him gain power. This made Mothwing stop believing in StarClan, but she was still a good medicine cat.

Reference: Midnight

| Twilight |

| Death and Danger |

Omen: Sharp claws and teeth are glimpsed along with a voice whispering that death and danger are coming.

Interpreters: Littlecloud, Cinderpelt, and Barkface

Meaning: Badgers were going to attack the Clans, starting with ThunderClan, and many cats were going to die.

Reference: Twilight

| Sunset |

| Three Stars |

Omen: A vision seen by Leafpool of three stars shining brighter than the others in the sky

Interpreters: Bluestar, Spottedleaf, and Lionheart

Meaning: The three stars represented three cats Leafpool had yet to meet (most likely her coming kits) who would shape her destiny when she did meet them.

Reference: Sunset

| Starry Pawprints |

Omen: A vision of two sets of pawprints merging into a single path

Interpreter: Leafpool

Meaning: Brambleclaw and Squirrelflight's destiny can not be ceased by any cat.

Reference: Sunset

| Brambles with Claws |

Omen: A vision of the ThunderClan camp surrounded by high walls of bramble, with claws instead of thorns

Interpreter: Leafpool

Meaning: The brambles surrounding the ThunderClan camp represent Brambleclaw, and that he would keep his Clan safe, meaning he was the rightful deputy for ThunderClan.

Reference: Sunset

| Two Stones |

Omen: Two pebbles that looked different from the other pebbles were carried away by the stream

Interpreter: Mothwing

Meaning: Two things in RiverClan don't fit, and they need to be "swept away" like the dream Mothwing had. This omen is false, as it was later revealed that Hawkfrost forced Mothwing to make up that dream so RiverClan could get rid of Stormfur andBrook, because he is afraid that Stormfur will be chosen as deputy instead of him, sweeping away the power Hawkfrost hopes to gain in his Clan.

Reference: Sunset

| Moth's Wing |

Omen: A moth's wing getting torn off

Interpreter: Leafpool

Meaning: The omen reveals to Leafpool that Hawkfrost had torn off a moth's wing and put it outside the medicine cat's den so that his sister, Mothwing, could be the new medicine cat.

Reference: Sunset

| In the Power of Three Arc |

| Eclipse |

| Eclipse |

Omen: A total solar eclipse takes place

Meaning: It was thought by many cats to be an omen that they were doing something wrong or that they didn't belong by the lake. Sol predicted that it would happen but StarClan gave no warning of it, which makes many of the Clan cats afraid and uncertain of the future.

Reference: Eclipse

| In the Omen of the Stars Arc |

| Night Whispers |

| Engulfed in Water |

Omen: Flametail dreaming about drowning into freezing black water not being able to breathe.

Interpreter: Flametail

Meaning: Flametail's death would relate to drowning in the lake.

Reference: Night Whispers

| The Last Hope |

| The Burning Reed |

Omen: A reed found by Mothwing burning continuously for days despite steady rainfall.

Interpreter: Jayfeather

Meaning: Jayfeather must find the fourth cat, which is revealed to be Firestar. At first, Jayfeather thought it was an omen to find Flametail, who he believed to be the fourth cat.

Reference: The Last Hope

| In the Field Guides Arc |

| Code of the Clans |

| The Owl |

Omen: An owl swoops down into ShadowClan's camp, and takes a mouse instead of Driftkit.

Interpreter: Lilystar

Meaning: Prey is only to be eaten, not be played with. Give thanks to StarClan for it.

Reference: Code of the Clans

| Fallen Branch |

Omen: A branch falls on top of the Clans during a Gathering, coming close to crushing ThunderClan and ShadowClan.

Interpreter: Whitestar

Meaning: You may not hunt or tresspass on another Clan's territory.

Reference: Code of the Clans

| Battle Blood |

Omen: A vision of blood drenched on Mossheart, making it hard for her to breathe

Interpreter: Mossheart

Meaning: A honorable warrior does not need to kill to win.

Reference: Code of the Clans

| In the Novellas |

| Mistystar's Omen |

| The Moth |

Omen: A moth emerging from its cocoon and taking flight.

Interpreter: Mistystar

Meaning: Mothwing should be trusted to be medicine cat despite her disbelief of StarClan.

Reference: Mistystar's Omen

| Mapleshade's Vengeance |

| Three Pieces of Water Reed |

Omen: "A tiny stream appeared in [Ravenwing's] den, in a place where no stream has run before. It carried with it three pieces of water reeds."

Interpreter: Ravenwing

Meaning: Oakstar and Ravenwing thinks that Mapleshade's kits shouldn't belong in ThunderClan and that they will only cause the Clan nothing but danger.

Reference: Mapleshade's Vengeance

Natural Disasters

| Types of Disasters |

| Fire |

Fire is deadly to the Clans because of the wooded areas they live in. Even a small spark can lead to a raging forest fire which destroys all the flammable material in its path.

Dry spells can make a fire more of a possibility. ThunderClan especially has had much trouble with fires due to their territory being the most thickly wooded and the most prone to fires spreading quickly.

Yellowfang, Patchpelt, and Halftail were all killed in a forest fire back in Rising Storm. During a forest fire, many cats can die by breathing in too much smoke. They can also lead to prophecies and omens, such as the omen Cinderpelt predicted about Fire and Tiger.

| S torms |

Storms are quite common, but not all are dangerous. In extreme cases, they can cause other disasters. Heavy rain can cause flooding, and many forest fires are caused by lightning striking a tree and setting it on fire.

On rare occasions, large amounts of rain can erode the dirt from around a tree's roots, making it fall. Multiple storms or lengthy storms can lead to flooding. Flooding is mostly trouble to RiverClan because of the rivers surrounding their camp.

They are sometimes forced to move out of their camp to avoid the flood. There have also been occasions when cats have been indirectly killed by lightning.

| Flood |

Flooding is not unusual for the Clans in heavy rains, but RiverClan

is most susceptible to it because of their habitat along the river.

Floods often occur in newleaf after the leaf-bare snow and ice has melted, causing the excess water to flow to the river and make the water level rise.

In some cases, RiverClan has been forced to relocate their camp temporarily due to flooding.

| Drought |

Sometimes in greenleaf the streams dry up from heat and lack of rain causing a drought. When this happens, it affects all the Clans, although sometimes RiverClan is better off because the river allows them a larger water source that does not often dry up completely.

This can be very dangerous for an entire Clan as water is essential to survival, and warriors have to pitch in and fetch water, using moss, for kits, queens, and elders, so that they do not die of dehydration.

| Snow and Freezing |

Snow is frozen water that falls from clouds and is very cold. During leaf-bare, temperatures are always lower than usual, and this can present several dangers.

Not only is it colder for the cats themselves, but it also causes scarcity of prey, and frost can kill herbs used by medicine cats, making them helpless to heal their Clanmates.

Freezing of the river is also dangerous to RiverClan because it makes them unable to catch fish, their primary food source. On rare occasions, a cat (especially a very young or very old cat) can freeze to death if outside in snowy, freezing temperatures (such as Mosskit).

| Falling Trees |

Falling trees are hazardous and can crush whatever they land on. Falling trees occur naturally in the forest due to old age, borers, erosion, floods or lightning strikes, but Twolegs sometimes chop

them down.

In the New Prophecy Series, Twolegs chopped down the forest to build a new Thunderpath. One well-known example of a falling tree is in Fading Echoes, when a tree fell from its place after heavy rains. It killed Longtail and broke Briarlight's spine, leaving her crippled for life. It also damaged the ThunderClan camp and the nests had to be rebuilt.

| Other Disasters |

There are also other, less common natural occurrences that still present danger to the Clans. When the sun eclipses, it removes the Clans' only source of light, and leaves them barely able to see for a few minutes.

Also, in rocky areas such as the tunnels, ThunderClan's hollow, Sunningrocks, or theTribe of Rushing Water's mountains, rockfalls are possible and can crush a cat just as easily as a tree.

Camp

A camp is a site where a Clan makes its permanent home. It is where the cats sleep, meet, bring fresh-kill, get treated for injuries or illness, receive orders, share tongues, make reports to the Clan leader or deputy, and have ceremonies.

Some cats, such as queens, kits, and elders stay in the camp, while the warriors, apprentices, deputy, and leader patrol the territory and hunt. Each Clan has one camp.

| Location |

Each camp is situated on the Clan's own territory. The main criteria for choosing a site that is:

> Is difficult to attack, and easy to defend.

> Is at a safe distance from Twolegs, Twoleg facilities, and other dangers.

> Is large enough to accommodate all Clan cats.

> Has a source of water in the camp or nearby.

> Has places for a warrior den, apprentice den, nursery, medicine cat den, elders den, and leader's den.

| Structure |

Most camps are surrounded by some means of natural protection (such as thickets, stone walls or water) that shelter them both from weather and enemy attacks.

They usually have a single entrance, where only one cat can pass at a time (such as a tunnel under the thickets) along with one small entrance and exit to make dirt. In addition to the natural defense, warriors patrol and protect the camp day and night.

| Main Clearing |

All camps contain a large, open area in their middle. Cats gather here to meet each other, sun themselves, share tongues and participate in Clan Meetings. The main clearing usually also contains:

> The fresh-kill pile, a spot where hunters drop the prey they caught and brought to the camp and where cats get their food from. Sometimes, if it has rained, they will store their prey in the ground to keep it dry.

> A vantage point from where the leader addresses the Clan during a meeting, such as a large rock or a branch of a tree.

| Dens |

Dens are sheltered locations (such as thickets or caves) used by a cat or a group of cats to rest, sleep and recover. Beddings of moss, bracken, wool, and ferns are used to rest on.

The dens are usually cleaned and tidied by the apprentices of the Clan. Most camps contain all (or several) of the following:

> Nursery

The den shared between the queens and kits, usually the safest and most protected.

> Apprentices' Den

The den shared between the apprentices.

> Warriors' Den

The den shared between the warriors and the deputy. Senior warriors usually sleep towards the center, where it is warmer, while younger cats sleep near the edge, where it is colder.

> Medicine Cat's Den

The den that belongs to the medicine cat and their apprentice, who store their herbs and other supplies here as well. Cats with severe

injuries and illness also rest here until they recover and are able to return to their own dens.

> Elders' Den

The den shared between the elders, usually the second most protected.

> Leader's Den

The den where the Clan leader lives, usually the nicest den. He or she usually spends most of the day here in seclusion and undisturbed; however, they can be visited by other cats, or choose to spend the night with their mate.

| Outer Facilities |

The following can be encountered in the vicinity of the camp:

> Burial Place

A location where dead Clanmates are buried.

> Dirtplace

A location where the cats make dirt, and dump inedible food (bones, feathers, crowfood).

| In the Forest |

| ThunderClan |

The ThunderClan Forest Camp is in a sandy ravine that used to be a riverbed a long time ago. It is surrounded by brambles, and the entrance is through a gorse tunnel.

There is a tall boulder in the clearing, called the Highrock, used by the leader to call meetings. The Highrock has scuffed earth around its base.

A vast, sandy clearing stretches to the Highrock, which is near a clump of nettles. A bit away from the nursery is a crowded corner

of ferns, which have a tall barrier of gorse behind them.

At one side, a fallen tree lies, its tangled branches folded on the ground. The fresh-kill pile usually lies at the side of the clearing. At one point, the camp was burned down in a fire, but the vegetation grew back soon.

The nursery is under a thick bramble bush. There is a huge gap in the bush that led to the clearing. The apprentices' den is in a clump of ferns, beside a tree stump.

The warriors' den is under a bush, with a nearby nettle patch. The warriors' den is beside the nursery. It is said that the senior warriors sleep near the center, the warmest area. It is also an honor that senior warriors invite younger warriors to eat with them by the bush.

The medicine cat's den is a crack in a rock, near a small grassy clearing, a tunnel of ferns leading to it.

Inside there is a grassy clearing with a small pool at one edge. One tall rock stands at the side, split with a crack to keep herbs inside.

The elders' den is under a jutting branch in the fallen tree that has grass, moss and ferns sprouting from every crevice in the tangle of wood.

There is a maze of twigs that eventually lead to an empty space among tangled branches. The leader's den is a cave in the Highrock which was carved out by an ancient stream, with lichen hanging over the entrance. Inside the den is a quiet cove with a smooth floor and walls, with a mossy nest at one side.

| WindClan |

The WindClan Forest Camp is in a sandy hollow, surrounded by gorse. The entrance is through a gorse tunnel. A tall boulder, called the Tallrock is used by the leader to call meetings.

The nursery and the elders' den are under the gorse wall surrounding the camp. The other cats, including the leader, prefer to sleep under the open sky, although in bad weather, they retreat

in burrows made by rabbits, foxes or badgers.

| RiverClan |

The RiverClan Forest Camp is on a large, well-drained island, and is surrounded by reeds. All of the dens are tightly woven.

It can be reached only by swimming, and as cats from other Clans cannot swim (and hate water, in general), the camp is rarely attacked. Floods present a danger; once, a flood swept away the floor of the nursery, together with two of Mistyfoot's kits.

All dens are made up of tangles of reeds. It is mentioned that cats weave feathers in the reeds and decorate the edges with rocks and shells.

There is a well-trodden grass track leading away from the sedges and between thick bushes of the camp.

The medicine den is past a deep olive sedge and into a calm den. The apprentice den has a warm coating of moss on it.

The nursery is tucked away into a thick sedge wall. It is made of willow branches and reeds.

The elders' den is at the high end of a slope. It is made of woven willow stems.

The leader's den is built of willow stems and woven into the roots of the ancient willow.

| ShadowClan |

The ShadowClan Forest Camp is in a hollow with muddy ground surrounded by brambles. The entrance is through a thorn tunnel. A smooth boulder at the edge of the clearing is used by the leader to call meetings.

The nursery is in a hollow, shielded by a thorn bush. The warriors' den is under a large bramble bush. The medicine cat's den is in a cave under two boulders, and is surrounded by ferns. The leader's den is beneath the roots of a big oak tree. The apprentices den is a

large cave filled with moss nests.The elders den is a den that is made of leaves and moss .

| SkyClan (Original) |

Little is known about the SkyClan Forest Camp. It consisted of caves in the wall of a gorge and was destroyed when the Twolegs built a Twolegplace, destroying SkyClan territory, including their camp.

The Twoleg Nest where Smudge lives is built right on top of the old SkyClan camp.

| By the Lake |

| ThunderClan |

The ThunderClan Lake Camp is in an abandoned quarry, described as a stone hollow enclosed by tall cliffs. The main entrance is through a thorn tunnel, which can lead out of the camp after exiting the dirtplace.

There is also a secret entrance that is reached by climbing the rocks. The walls offer protection and keep out the wind, but cats must watch their step near the edge as falling into the hollow can be fatal.

A tall rock called the Highledge is used by the leader to call meetings. Most of the dens consist of caves and crevices in the rock wall.

There is also a Halfrock, which is a smooth low stone that rises out of the ground near the elders den. At one point, badgers devastated the camp, but it was rebuilt by the cats.

The nursery is under a thick bramble bush reinforced with thick roots woven together for protection. Its floor is made of packed earth.

The apprentices', leader's and medicine cat's dens are caves in the rock, entrances hidden by bramble tendrils.

The warriors' den is in a dip in the ground under a big thorn bush,

and after the tree falls in Fading Echoes, it is rebuilt under the branches of a beech tree.

The elders' den is in a hazel bush, and later is rebuilt under the boughs of a beech tree and reinforced with honeysuckle.

| WindClan |

The WindClan Lake Camp is a shallow scoop in the ground of the moor. Unlike other camps, it does not have any natural protection; they rely on the warriors to protect it.

There are several boulders nearby, the highest being called the Tallrock and used by the leader to call meetings.

The nursery is under a gorse bush. The medicine cat's den is in a crevice in the rock. The elders' den is in an old badger set.

The other cats, including the leader, prefer to sleep under the open sky, although in bad weather, they retreat in burrows made by rabbits, foxes or badgers.

| RiverClan |

The RiverClan Lake Camp is on a triangle of land between two streams. It can be reached by swimming or by crossing the stream via stepping stones.

Twolegs often disturb the cats during Greenleaf; once, they had to abandon the camp as they were harassed by Twoleg kits.

The nursery, elders' den and leader's den are under dense bramble thickets. The medicine cat's den is under a thorn bush overhanging the stream; the ground below it was washed away, leaving a pool.

| ShadowClan |

The ShadowClan Lake Camp is concealed between tangles of brambles and low-hanging branches, and is a dip beneath the pine trees.

The entrance is through a thorn tunnel. The leader makes their

announcements from a branch hanging over their den.

All dens are under bramble thickets. The medicine den has a sandy, hollowed-out floor covered in dried pine needles. A hazel branch overhangs the camp.

| Other Camps |

| SkyClan (Current) |

After being driven out from the Forest, SkyClan made a new camp at the source of River Chell, in a narrow gorge.

The Skyrock is the highest point in the camp, used by the SkyClan cats to hold Gatherings, and can be used to oversee the entire landscape.

At the bottom of the gorge, near the river source, there is a pile of boulders called the Rockpile, used by the leader to stand on during Clan meetings.

All the dens are caves in the rock wall, with narrow trails leading to them. The lowest is the medicine cat's den, close to the river, where plants grow.

The highest is the warriors' den; this den is also used as a refuge during floods, as the water never reaches it. There is a cave lined with glowing moss, called the Whispering Cave, where the SkyClan medicine cats share tongues with SkyClan's ancestors.

| TigerClan (Modern) |

When ShadowClan and RiverClan united to form TigerClan, neither of the two camps were large enough to host all cats, therefore they made a camp in RiverClan territory, next to the river.

The cats made a hill of bones to serve as a vantage point for the leader, very similar to the Highrock in the ThunderClan camp.

| The Tribe |

The Tribe of Rushing Water shelter in the Cave of Rushing Water, a

large cave behind a waterfall. Kit-mothers and to-bes rest in separate nooks, while the cave-guards, prey-hunters, and elders sleep in the main cave.

Within the cave is a tunnel that leads to the Cave of Pointed Stones, where the Healer communicates with the Tribe ancestors and sleeps.

| Life in the Camp |

At dawn, the deputy appoints the daily patrols. Border patrols leave at dawn and sunset. Several hunting patrols leave daily.

Some Clans (like ShadowClan) prefer to hunt at night; the others generally hunt during daytime. Some warriors always remain in the camp to guard it in case of an attack.

Mentors train their apprentices at a designated place (like the training hollow in ThunderClan), or take them on patrols.

Apprentices do chores such as: tidying up dens, change used bedding, and tending to queens and elders. The elders usually tell them stories while they give them moss balls soaked in water, fresh kill, or get rid of their ticks and fleas.

New medicine cat apprentices learn the different herbs while more experienced medicine cat apprentices help with minor sicknesses, kitting, and injuries.

The medicine cat treats and tends to injured or ill cats, trains their apprentice if they have one, and leaves to gather herbs when supplies are running low.

The leader oversees what happens in the Clan, consults with warriors, and calls a meeting if needed. (e.g. a kit becoming an apprentice).

Cats who stay in the camp usually rest, sunbathe in the clearing, eat prey or share tongues. Cats are most active during the morning and late afternoon; they often rest during the night and at noon.

At night, one or more warriors stay awake to guard the camp while

the others sleep.

Tail Flicks

- A tail flick can be used in many ways. It can mean, "Follow me," "I heard you," or even, "Be quiet!"

• A sharp flick and an agitated expression usually means the cat is annoyed, irritated, or impatient.

• A bristle and a sharp flick of your tail usually means "Get over here now! I'm angry with you!"

• A flick and jerking your head in a certain direction means "Meet me to the bushes at your left" or "Sneak out of camp with me through the brambles to the right."

• If you call out to someone and their back is to you, they can flick their tail to show that they've heard.

• Sticking your tail straight up in the air and flicking it sharply down means "Sit!"

• An eye-roll and a flick of the tail means "Whatever."

• A *mrrow* of laughter and a flick of a tail means "That was a good joke."

• Saying, "Oh, fox-dung, I gotta go!" and flicking your tail means "Sorry! Talk to you later?" or "Yikes! I've gotta go use the dirtplace!"

• Flicking your tail at a she-cat's belly and smiling means "She's expecting kits!"

• Flicking your tail at someone and making a face means "What is wrong with him/her?"

• A sharp flick of your tail during battle can mean two things; it can mean "Attack!" or "Help me!"

• A shrug followed by a tail flick: "Oh well."

• Putting a tail over another cat's mouth means "Shut up, mouse-brain!"

• When the flick/movement is sharp or "Please, quiet" when the cat is talking too much.

• A flick in a certain direction can emphasize that they've got to go or look there.

• A normal flick can just be caused in amusement.

• A tail flick can be a way to vent anger or rage.

• Sometimes a cat can flick their tail when about to say something funny or sarcastic.

• A tail flick can also be executed in an arrogant, conceited, or contemptuous manner.

• Anxiety is another feeling that can trigger stiff tail flicks.

• Though many tail flicks occur in rash emotions, the tail can also be flicked happily.

• A tail flick can mean that the cat is bored.

• The tail can be flicked playfully on another cat's muzzle.

• A flick executed in the air can change the direction the cat will land.

• The need to protect can also be demonstrated by a tail flick.

• A cat may flick his/her tail to prompt something. The tail can be flicked in a proud manner.

• A cat may also flick their tail when about to give them a lecture on what is right.

• Eagerness can cause tail flicks as well.
• A tail flicking one way, then the other is used when one is to surround a cat with others.

| Other |

There are several other motions that can be done with the tail:

• Stroking another cat's spine or shoulder with the tail is a sign of affection or sympathy (Stroking on the cheek has the same meaning).

• Lashing their own tail usually happens in times of anger. However, this can also be a sign of excitement.

• Wrapping their tail around another cat shows affection or the need to protect. Mother cats often wrap their tail around their kit(s).

• The tail can also be used to beckon another cat.

• The tail can also show different emotions; a drooped tail, for instance, usually means the cat is sad.

• When first starting to hunt, it is instinct to swish their tail, but in order to catch prey properly, the tail must be kept still.

• Swishing their tail can mean that the cat is very excited and ecstatic. It can also be a sign of commencing an action or contemplating an important decision.

• Lifting their tail up is a form of composure, just as we humans sit up to recompose ourselves.

• The tail can be used to brush another cat away if they're not wanted. However, it can also be used for the opposite: to beckon a cat closer.

• When a cat cares for another cat, he/she can smooth their fur with the brush of the tail.

• A cat can whisk their tail when being conceited to show that they know everything.

• Twitching their tail can be a sign that they are skeptical about something.

• Crossly whipping their tail is a demonstration of anger.

Healing Treatments and Mixtures

| Aching joints |

Ragwort leaves, juniper berries, goldenrod or daisy leaves

| Bee stings |

Blackberry leaves

| Broken bones |

Wrap in cobwebs, put on comfrey pulp, use poppy seeds to dull pain

| Bellyache |

Chervil, watermint or juniper berries

| Coughs (Whitecough or Greencough) |

Use either Catmint, Honey or Tansy. Keep the cat away from other cats.

| Cuts in eye |

Trickle celandine juice into the eye to ease the pain

| Deep wounds |

Cobwebs, marigold or horsetail

| Displaced bones |

Give poppy seeds, wait for effect, then have the cat bite a stick while giving the displaced limb a tug to put it in place. Give the cat poppy seeds for sleep.

| Dull pain |

Use poppy seed, then when it takes effect, perform treatment, give them another to sleep

| Hurting throat |

Honey or water

| Nettle stings |

Dock leaf pulp, give poppy seeds so it dulls pain and helps cat sleep

| Poison |

If poison is in stomach, give cat yarrow so they can vomit out the poison, have them vomit onto dock leaves

| Prevent infection and soothe pain for burns |

Comfrey, honey

| Poultice for aching joints |

Ragwort leaves and juniper berries

| Poultice for broken bones |

Stinging nettle and comfrey

| Rat bites |

A poultice of burdock root with cobwebs on top and horsetail if it is available

| Scratches |

Marigold, horsetail

| Shock |

Thyme or chamomile. Lick fur for comfort, give water and poppy seeds.

| Stiffness |

Crushed poppy seeds, marigold or comfrey

| Strengthening herbs |

Tansy, watermint or feverfew

| Toothache |

Use alder bark

| Traveling and strengthening herbs |

Chamomile, burnet, daisy leaves or sorrel. Lamb's ear and ragweed also work.

| Wrenched muscles |

Comfrey, nettle and/or water therapy

ThunderClan

Brambles and ferns are used for camouflage. ThunderClan cats use them to confuse enemies and pounce on them from every side.

They have been trained to fight in these.enclosed spaces, paw-to-paw, with nowhere for trespassers to flee.

They can spin on the tip of a tail, find strength in a strike where there is barely room to draw back their paws, leap from a standstill while the enemy is struggling to turn around.

Most of them can leap from branch to branch like squirrels and drop onto their enemies' heads while they're still trying to find their trail on the ground.

To them, the forest is a magnificent place to fight. That is where they hone their stalking skills, ability to creep up on prey unnoticed and pounce with one brutal, effective leap.

One of the best ThunderClan battle tactics is the Lightning Strike - just like a bolt of lightning, straightforward, swift and deadly.

ThunderClan's ways of keeping the element of surprise:

1) Move quietly and communicate with signals. Cracking twigs, startled birds, and rustling bracken will tell the enemy exactly where you are.

2) Keep downwind of the trespassers so that your scent doesn't give you away.

3) Look for freshly broken twigs, overturned leaves on the forest floor, remains of prey or a clump of fur caught on a bramble. Any animal that moves through the forest leaves behind signs that it's passed by - and signs like this could lead you straight to the invaders.

4) Keep your mouth open to search for unfamiliar scents. Be

careful: If there is scent when there is no breeze to carry it through the forest, it could mean that your enemy is close by.

5) Light-coloured pelts are easily seen against brown and green foliage, so stay in the thickest cover. Keep low - the enemy will be looking for movement at normal head height, not close to the ground.

6) Never miss an opportunity to perfect your tracking ability. In the nursery, kits sneak up on their mothers and pounce with their moss-soft paws. Apprentices leap out on one another from behind bushes and tree stumps. These are more than just games. One day, these skills could save your life and defend your Clan.

ShadowClan

ShadowClan cats are night hunters. Their senses are most alert in the darkness and silence that befuddles other cats.

They can slip noiselessly through shadows like fish through black water and speak to one another without words.

Unlike the other Clans, who cling to moonlight or the watchful shine of StarClan, they like the freedom that is found in the darkest nights.

When it comes to a battle, they waste no time rallying warriors with speeches or promises of glory; they know what is expected of them and will deliver or facts shame okay betraying their Clan.

While other Clans arrange themselves in lines and circles and elaborate battle plans, they swoop and strike and vanish into the night. They fight to win, nothing else.

ShadowClan was the first to devise a system of tail signals, which are now used by all four Clans. Generally, the leader of the patrol is responsible for giving the signals: warriors learn to keep the leader's tail in sight at all times and react at once when an order is given.

Tail signals:

1) Tail held erect: "Stop."

2) Tail rippling: "Move forward with care."

3) Tail held erect and sweeping slowly from side to side: "Retreat silently."

4) Tail pointing low, parallel to ground and sweeping: "Spread out."

5) Tail flattened: "Get down."

6) Tail bobbing: "Enemy sighted."

7) Tail hooked: "Danger."

8) Tail pointed sharply: "Go that way."

9) Tail held erect and waving from side to side: "Stay behind me."

10) Tail kinked over back: "Follow me."

RiverClan

Water feeds RiverClan, cools them and keeps them safe from foxes, dogs and curious Twolegs.

Water surrounding the camp also allows them to choose whether to fight or not, knowing that few cats are brave enough to swim across their borders to attack.

Some say that they are too quick to hide behind their barricade of streams, but it's easier to call them cowards than admit that they have an advantage over all the other Clans.

They can slide out of rivers like fish with fur, silently flooding the shore before their enemy knows they are there.

Their sleek, glossy fur as thick as a kittypet's may not seem much, but look closer and you'll find strong legs that can carve through water and tails that steer them through the swiftest currents.

They hunt not with speed or stealth or pounces, but with lightning reflexes, scooping fish from the lake while they drowse below the surface.

In close combat, they are the most feared among all the Clans because they can hold their enemy down and rake their bellies until they beg for mercy.

If the ground is too open for close combat, they'll lure their enemies to the shore and drag them into the water to fight there.

Other cats' fur quickly becomes sodden and heavy, pulling them down, but their fur sheds water like feathers on a duck.

They stay light and nimble, freed by the water rather than trapped by it. Their enemies don't stand any chance of winning when the laws fights alongside them.

RiverClan warriors gave developed special techniques for fighting in

water.

Water Combat Moves:

1) Double-Front-Paw Slap-Down: Splashes water into the face of the enemy.

2) Underwater Leg Sweep (Front or Hind): The opponent will not see it coming under the water so won't have a chance to brace himself before losing his balance.

3) Push-Down and Release: Almost all non-RiverClan cats panic if they are submerged, while RiverClan cats know how to hold their breath underwater. This move can be used to secure a decisive victory, because it's most likely to Make the opponent surrender.

4) Underwater Clinch: Uses warrior's weight to hold the opponent below the surface, with a firm grip that enables the warrior to bring his enemy spluttering back to the surface before forcing him under again.

5) Tail Splash: Temporarily blinds opponent by flicking in his eyes.

6) Underwater Push-Off: Crouching and erupting out of the water into opponent, using surprise and impact to knock him off balance.

7) Rushpaw Splash: Using noise of water splashed at a distance to create a decoy, leaving opportunity for a surprise attack.

WindClan

WindClan's strength enables them to survive on the bleakest, most open territory, where there is nowhere to hide from invaders, and where borders lie open to the sky, as fragile as the breeze.

Unlike the other Clans, who skulk in brambles or shadows of even in water, WindClan has nothing to hide.

They live in the open, and fight in the opened, too, with two lines of cats fading one another across empty ground.

Both sides are equally prepared but only one Clan leaves the field victorious, in certain knowledge of its superior strength.

Special Battle Tactics:

1) Approach from above your enemy: The advantage of gaining the higher ground is that you can charge at greater speed at the enemy, who will be weakened by having to fight uphill.

2) Use the light from the sun: The sun should be behind you to dazzle the enemy. In greenleaf, the midday sun is especially bright and cruel to cats who are used to skulking under the cover of trees. In leaf-bare, the low sun hovers around the eye line like a troublesome bee; keep your enemy facing it, and they'll have trouble seeing an attack from any direction.

3) Know where the wind is coming from: If there is a strong wind, it should blow from behind you toward the enemy, blinding them with dust and holding them back like the current of a river. If you wish to preserve ghetto element of surprise, the wind should blow from the enemy position towards you so that your scent is carried away from them.

4) Conceal the size of your force: The number of cats in your battle patrols can be hidden to confuse the enemy from a distance. Cats packed tightly together will appear as a small attacking force,

encouraging the enemy to be over confident and male poor strategic decisions. Alternatively, if cats are spread out single file, they will look like a solid border of warriors, which will seem impenetrable to an advancing enemy.

5) Attack both ends of the enemy line first: If both ends of the enemy's line are defeated, the cats in the centre of ghetto line will have to fight on two fronts. Even if they are not outnumbered, they will be outflanked, vulnerable and in a disarray.

6) Keep fresh warriors in reserve: Always have adequate reserves of fresh, fit warriors behind the battle line. They will be able to replace injured warriors, launch a separate attack if the enemy tries to encircle your forces, or fend off a surprise enemy from the rear. If the battle is in your favour, finish it by sending your reserve warriors behind the enemy line to surround them and demand surrender.

7) Feigned retreat and ambush: A group of strong cats charges at the enemy, screeching, then turns around and withdraws. Repeat this until the infuriated enemy finally breast its line and gives chase. Then the trap is sprung. Other warriors positioned in rabbit holes and in dips in the ground - out of the enemies' eye line - attack as soon as your opponents have gone past. The enemy will be forced to stop and turn around to fight this unexpected threat, and as they do, the retreating cats must then and charge back at them at full speed. The enemy is caught between two bodies of attacking cats and will quickly surrender.

SkyClan

SkyClan is a group of cats that live in a gorge with rocky cliffs, that zigzag down to the base. The founding leader, Skystar, got his name from being able to jump far and high, so by extension the name was thought to be given to the Clan.

SkyClan was the fifth Clan, but was forced to leave the forest because Twolegs had invaded and taken over their territory, turning it into the Twolegplace cats see now.

Their current leader at that time, Cloudstar, appealed to the other Clan leaders at a Gathering and asked for them each to give up some of their territory for SkyClan. Each Clan gave reasons to refuse to let SkyClan stay, and in the end, the Clan was driven out.

Because of this, Cloudstar swore that SkyClan will never look to their warrior ancestors again. Cloudstar's mate, Birdflight, was offered a place in ThunderClan by Kestrelwing, the ThunderClan medicine cat, with her kits, since she had just given birth to them and that were too young to make the journey to SkyClan's new home. With much sorrow, Birdflight accepted and promises Cloudstar that they will someday meet again.

Later, SkyClan was brought back by Firestar in *Firestar's Quest*, a journey in which the ThunderClan leader, Firestar, and his mate, Sandstorm, traveled to the gorge to bring back the Clan.

Modern SkyClan is a Clan of cats with strongly built hind legs which allow them to jump great heights or distances inherited from their ancestors, ancient SkyClan. They have rough, hard gray pads which help them to jump and walk long distances on hard, rough surfaces without breaking skin, which makes them infected.

This feature allows them to climb and hunt in the trees, hence the name SkyClan. They are very powerful cats, who are a bit like ThunderClan, eating mainly squirrels, mice, and many kinds of birds.

In the Forest Territories

Ancient SkyClan lived in the area in which there are now Twolegplaces and the Treecut Place. Their territory lay downriver from ThunderClan. It consists of mainly oaks.

Their territory was destroyed a long time ago, and little is known about it. Their camp was in a hollow, and a Twoleg Nest was built on it, where now the kittypet Smudge lives. Surrounded by deep banks of fern and bramble, the entrance is through a gap in the brambles.

The warriors den is under a bramble bush and the elders den lies in gap in the ferns. The vantage point for the leader was a branch on a thorn tree, and the fresh-kill pile was under an elderflower bush. The apprentice's den was under some ferns, and the nursery lies under a holly bush.

The journey to the New Territory was especially hard. They followed the river upstream, and lots of dangers befell them. One kit fell into the river, and the Clan couldn't do anything while it got swept away. An apprentice strayed away from the main group and got picked by a fox who outran the warriors trying to chase it. An elder lagged behind the Clan, slowing down considerably, leaving stains of blood pawed on the ground. Another halted suddenly, and didn't get up again. It is sure that more dangers had killed them as well.

In The Gorge

Modern SkyClan is located in a gorge, known to Twolegs as Deepsands Gorge. Twolegs also call other places in this territory the River Chell, High Dene Woods, and Deepsands Pool. Landmarks in this territory include:

Camp - The camp is located at the base of a steep gorge, making it a tad difficult to be attacked.

Skyrock - is where the leader makes announcements to the Clan. It's at the top of the gorge, so the Clan has a full view of the leader. It is also where Clan leaders receive their new name and nine lives,

although the Whispering Cave is where the medicine cat goes to share tongues with their warrior ancestors instead.

Sandy Gorge - is the hunting territory of SkyClan, and is located around the gorge.

Rockpile - is a pile of rocks where the warriors place the prey that they have caught. It is also used, as well as the Skyrock, when the leader makes their announcements.

Twolegplace - are Twoleg Nests a little way from the gorge. The Twolegplace was home to Dodge and his gang of rogues during *SkyClan's Destiny*. Modern SkyClan lives in a gorge located north of The Forest Territories at the end of the river.

The dens are small caves in the cliffs of the gorge that used to have tiny rat clawmarks, but Leafstar then covered them up as a sign of their victory. They jump high into the trees with their powerful limbs to catch their prey, and have some attack moves dealing with the trees.

The Whispering Cave is a cave near the gorge where the medicine cat goes to share tongues with their warrior ancestors, but unlike the other Clans, the place where the deputy goes with their medicine cat to become the next leader is different; they go to the Skyrock.

StarClan

StarClan are the deceased warrior ancestors of the Clans who live on in spirit form after dying, and watch over the living Clan cats.

There is no specific leader for StarClan, since there are many cats from all four Clans that work together. They are responsible for sending signs and omens to the living cats.

StarClan are the deceased ancestors, descendants, and Clanmates of the Clan cats. Cats are only allowed to join StarClan when they die if they have lived an honorable life and followed the warrior code.

If a cat doesn't live an honorable life, then that cat will end up in the Dark Forest, also known as the Place of No Stars.

StarClan cats don't have to be in a Clan at the time of their death to be welcomed to StarClan, shown in *Bluestar's Prophecy*, when Pinestar was in StarClan, despite him being a kittypet at the time of his death.

When a Clan cat dies, they will be guided to StarClan by a deceased cat who played an important part in their life, such as a mentor or a cherished family member.

When a cat dies and goes to join StarClan, they merely close their eyes and reopen them.

When a leader loses a life, that life appears in StarClan as a very faint copy of the leader, but they are unable to communicate in any way to other StarClan cats until the leader loses their final life.

StarClan cats leave starry paw prints, their eyes shine like stars, and their pelts glow with a strange light, which makes them look like they have stars in their fur.

Frost sparkles at their paws and glitters in their eyes. Their pelts shine like ice and carry all the scents of the seasons: the tang of

leaf-bare, the green scent of greenleaf, the musk of leafall, and the sweet blossom of newleaf.

The cats' spirits remain in StarClan until they are forgotten by all living and dead cats over a long time and earned their own peace, causing them to fade away to little more than ghost-like images of themselves.

It is possible for a StarClan cat to be killed again, but they vanish forever; going to a different place.

StarClan act somewhat like guardians to the living Clan cats, often warning them of dangers ahead, or to guide them in times of need.

Ancestors usually watch over the living cats of their former Clan, and especially over cats who were close to them in their lifetime; for example, Spottedleaf generally gives advice to ThunderClan cats, but most often to Firestar.

Living cats visit StarClan in their dreams, although StarClan cats are able to appear even in the waking world, but such appearances are rare.

Medicine cats are specially bonded with StarClan, and they are the cats who are usually contacted by the ancestors.

At every half-moon, the medicine cats and medicine cat apprentices of each Clan go to their sacred place, the Moonstone or Moonpool, to speak with their ancestors, to seek advice or to learn of things awaiting in their futures.

To receive the signs of StarClan, medicine cats either touch their nose to the cold surface of the Moonstone, or drink the cool water of the Moonpool to initiate their dreams.

Besides medicine cats, StarClan cats sometimes send messages to leaders.

Firestar is known to have received several warnings and prophecies, warriors, though it is uncommon, are known to have received prophetic dreams, such as when Brambleclaw is invited to undertake a quest, or even non-Clan cats such as Smudge, when

Cloudstar wanted Firestar to rebuild SkyClan.

Other creatures, such as Midnight the badger, may also be given a warning or prophecy for the Clans.

All Clan cats give thanks to StarClan after catching prey for the life the prey has given to feed the Clan.

All Clan ceremonies are believed to be supervised by StarClan. The Clan leader performing a ceremony calls upon the warrior ancestors, and promotes a cat to their new rank by the powers of StarClan.

The leader asks that StarClan welcome them by a new name, such as when a kit is named an apprentice.

StarClan has the greatest role during leadership ceremonies, giving the new leader their nine lives, gifts and new name.

Each of the lives are granted by a single ancestor, usually a cat the new leader had cherished when the cat was alive, such as a loved family member or mentor.

When a life is granted to a leader, they are given a special gift or attribute to make them a good leader, such as endurance, courage or strength.

There is contradiction in the books about how much influence does StarClan have over the living world:

- Lionheart and Bluestar state that StarClan has no control over what happens to cats in the living world; the most they can do is to warn cats in dreams.

- In *Firestar's Quest*, Spottedleaf appears in the waking world and offers a bundle of burdock root to Sandstorm, and also in *Firestar's Quest*, Silverstream gives Firestar a fish.

- If cats fight during a Gathering, StarClan covers the moon with clouds and lightning, even if the sky was clear before, implying that they have some power over nature.

- In *Sunset,* StarClan allows Cinderpelt to reincarnate as Cinderkit, Brackenfur and Sorreltail's daughter, instead of accepting her spirit among them, implying that they have power over life and death. Also Jayfeather, Lionblaze and Dovewing had been reincarnated from Jay's Wing, Lion's Roar and Dove's Wing although it is unknown whether StarClan did this. However, once reaching StarClan, a cat cannot be reincarnated.

Once a cat reaches StarClan, they learn all about the territories, including the story of SkyClan.

Cats in StarClan are restored to the age in which they were happiest, for example, Yellowfang is old, because she was happiest at the end of her life, when she was in ThunderClan and Bluestar is young, because she was happiest at the peak of her youth.

They also do not age in StarClan. Cats who die keep their name at the highest rank they had or would have achieved; Smallkit, for example, becomes Smallstar, as had he survived longer he would have become leader.

There is always plenty of prey, so hunting is easy, and cats have no defined tasks (such as hunting and training).

They are free to do as they please, they are allowed to, so they are mostly content, except when seeing living cats suffer.

StarClan has no hierarchy, and there is no defined leader or deputy and cats respect each other in StarClan, although cats respect those who were their leaders or mentors in the living world.

Once a StarClan cat ceases to be remembered by any living or dead cats, they will slowly seem to appear as the faintest star and will live their life in StarClan peacefully and alone.

Usually, they do not send dreams to any living cats except on special occasions.

The opposite of StarClan is the Place of No Stars, or Dark Forest, which is where cats who had committed the worst possible crimes when they had lived go when they die.

It has a sort of border with StarClan's hunting grounds, appearing as a wall of mist.

StarClan cats can enter the Place of No Stars, but when they do, they risk being unable to escape, and will be trapped forever in the dark, eerily lit forest.

Cats who make up the Place of No Stars, such as Tigerstar and his son, Hawkfrost, on the other hand, have no choice but to stay where they are.

The Tribe of Rushing Water have their own spirit ancestors, the Tribe of Endless Hunting.

The Tribe of Endless Hunting do not send dreams to the Tribe cats, but instead send prophecies through moonlight patterns and and the shape of rocks in The Cave of Rushing Water.

These signs are sent to the Tribe's Healer, Teller of the Pointed Stones, or Stoneteller.

Feathertail, the RiverClan cat who dies protecting the Tribe, is able to walk with both StarClan and the Tribe of Endless Hunting.

Formerly part of StarClan, SkyClan's ancestors left, along with SkyClan, and are now separate.

However, some StarClan cats were present at Leafdapple's leader ceremony, showing that StarClan cats can still communicate with SkyClan's ancestors.

StarClan's hunting grounds are described as a moonlit night landscape in greenleaf, a land of mist and shadows.

It resembles the landscape of The Forest, and several locations exist in both the waking world and in StarClan.

For the living cats, StarClan's territory appears as a large, cloudy-looking swath of stars, which has been confirmed to be the Milky Way.

Clan cats believe that, upon dying and joining StarClan, a new star

appears in Silverpelt.

On the other hand, the stars are sometimes regarded as representing the living cats instead of the dead ones.

When the Clans travel to a new territory, StarClan follows them in the sky so they can continue watching over them.

When SkyClan moved to a new territory, their ancestors separated from StarClan and left with them.

When the remaining four Clans left the forest and went to live by the lake, StarClan traveled along with them through unknown sky paths.

The sacred places of the Clans exist in both the waking world and StarClan's hunting grounds.

Fourtrees is one of these locations. Fourtrees is the most commonly seen landmark in the cats dreams when visiting StarClan (such as a cat during his or her leadership ceremony).

Even though it was destroyed by Twolegs, Fourtrees still exists in StarClan, as it will always be remembered by the cats.

Warm-Rocks is a place in StarClan territory that was mentioned in *Fading Echoes,* when Silverstream was looking for her daughter, Feathertail.

It is not described in detail, however, the name suggests that it is a relaxing spot, similar to Sunningrocks in the old forest.

Borders (Clans)

Borders are the boundaries separating the Clan territories (either separating two Clans, or a Clan and a neutral territory).

They are usually defined along geographical features, such as rivers like the one between ThunderClan and RiverClan or Thunderpaths such as the border in the forest between ThunderClan and ShadowClan.

Borders are normally checked and marked twice daily by patrols. Crossing a border into another Clan's territory without acknowledgement from the other Clan is considered breaking The Warrior Code, considering it that a cat could be spying or stealing prey.

| Clan Borders |

| In The Forest |

ThunderClan shared borders with RiverClan (along the river), and ShadowClan (Along a Thunderpath).

As ShadowClan was on the opposite side of the Thunderpath, it shared borders with ThunderClan and WindClan (Along the afore mentioned Thunderpath).

RiverClan shared borders with ThunderClan and WindClan; both borders were along the river.

WindClan shared a border with RiverClan, along the river that flowed in a gorge and a border with ShadowClan (Along a Thunderpath).

Note: The Thunderpath was built some time after the Clans moved in. Before it was constructed, there was no fixed border, and the Clans always fought over territory.

| At The Lake |

ThunderClan shares borders with WindClan (the stream leading to theMoonpool), and also with ShadowClan (A part of a stream, a clearing, then going straight towards the hills).

ShadowClan shares borders with RiverClan (a small Thunderpath leading to a Greenleaf Twolegplace), and ThunderClan.

RiverClan shares borders with WindClan (the marshes and the Horseplace), and ShadowClan (The small Thunderpath).

WindClan shares borders with ThunderClan (the stream), and RiverClan (The marshes and the Horseplace).

| Protection |

Patrols check and mark the borders to ensure they haven't been crossed and make sure they are clear.

Clans normally patrol their borders two times a day, at dawn and at sunset, unless more are needed due to danger or in some cases less, like in Twilight when there was the danger of the kittypets.

| Crossing the Border |

Unless a cat is allowed by an other Clan to enter their territory, crossing the border is a sign of aggression that often leads to battle.

The Clan finding intruders in its territory usually attacks them or chases them out. However, at the lake, cats are allowed to travel three tail-lengths away from the water if they are on an important mission, or traveling to the Clans' monthly Gathering.

| Examples |

- Needing Help

• Mistyfoot crossing over the ShadowClan and ThunderClan border in Starlight at the lake because of her suspicions about Hawkfrost and Mudclaw.

• Hollypaw crossed over the ShadowClan border in Eclipse at the lake when WindClan attacked, to seek help.

• Fireheart and Graystripe crossing the RiverClan border to give fresh-kill to RiverClan, in the forest in Forest of Secrets.

- Attacks/Invasions

• WindClan coming through the tunnel to attack ThunderClan in Eclipse at the lake.

• ShadowClan and WindClan crossing ThunderClan's border to attack ThunderClan for sheltering Brokentail in Forest of Secrets.

- Other

• The RiverClan patrol in Dark River was chased over the border by the Twoleg dog, Pip.

• Tigerstar crossing the ThunderClan border in the forest to feed a pack of dogs in A Dangerous Path.

• Fireheart and Graystripe crossing the WindClan border to go find WindClan in Fire and Ice.

Patrols (Clans)

Patrols are organised groups, usually consisting of three or more warriors and often their apprentices, monitoring a specific area or to carry out a specific task, such as hunting or scouting.

| Border Patrol |

All Clans are expected to check and mark their boundaries daily, challenging all trespassers, as decreed by the Warrior Code. This is done by border patrols.

Usually, Clans patrol their borders two times a day: at dawn and at sunset, unless more are needed due to danger or threats such as rogues, foxes, or badgers.

The Clan deputy assigns warriors to lead border patrols, and the patrol leaders choose which cats they wish to take with them. Upon returning to the camp, the patrol leaders report to the Clan deputy, who, in turn, reports to the Clan leader.

| Hunting Patrol |

Hunting patrols are groups of cats who hunt for prey to bring back to the camp for their Clan to eat.

Several hunting parties are organised each day. Deputies ensure that hunting patrols have been organised and are out and about in order for the Clan to eat, but these patrols are not always appointed by the deputy, and do not take place at a specific time; any warrior can go on a hunting patrol at any time of the day, or even hunt by themselves.

Cats are not allowed to eat while on a hunting patrol (unlike those who are on a border patrol).

| Search Patrol |

Warriors can be assigned the task to find a missing cat (for instance,

a kit or apprentice who wandered away from the camp, like Squirrelpaw in Midnight or Berrykit in *Sunset*) or to look for information (such as searching for Sol in Sunrise).

| Message Patrol |

If a message or question to another Clan is too urgent to wait until the next Gathering, a party can be appointed to bring it to the other Clan's leader.

Usually only a few warriors are sent, so they would not be mistaken for a raiding party.

They wait at the border until a border patrol from the rival Clan comes to escort them to the camp to speak with their leader.

| Water Patrol |

Water patrols are made up of warriors who carry water to the cats staying in the camp (such as queens and elders) during a drought, when the water needs to be fetched from a large distance away.

They use bundles of moss to carry it. The concept appeared in Rising Storm and also in The Fourth Apprentice.

Prey-stone (Clans)

Prey-stone is a game that was thought of by three ShadowClan cats.

| Objective |

The objective of the game is to get a stone, which is the 'prey', into the prey-hole, which is a gap between the trees and the holly bush.

If the team with the stone gets the prey into the hole, they win a point; if the opposing team stops them, the others get a point and after that they switch sides.

The game is somewhat like ice hockey. Four cats play, two on each team.

Clan Meeting

A Clan Meeting is an event held in the Clan camp when a Clan Leader convokes the Clan members to share important information with them.

| Purpose |

A Clan Meeting has one or more of the following purposes:

- Announcing important events or sharing information (such as relating what happened at a Gathering).

Example: Firestar sharing the news of the Gathering when RiverClan proclaimed that the lake was theirs.

- Conduct a ceremony (such as appointing new apprentices, warriors and deputies, confirming the retirement of elders, or changing the name of a cat).

Example: Firestar calling a Clan meeting for the appointment of Lionblaze as a warrior.

- Warn Clan members about dangers. (such as the fox traps, a flood, or an impending attack).

Example: Firestar calling a Clan meeting from the results of the battle with WindClan and ShadowClan.

- Bring the Clan members together to discuss an important matter.

Example: Leafstar calling the cats together to decide what to do about the Twoleg torturing cats.

| Procedure |

It is the privilege of the Clan Leader to convoke a meeting. However, sometimes other Clan cats do it; for example if they feel that an important information or question must be brought to the

Clan (such as Mousefur calling a meeting in *Sunset*), or if the leader is not available (such as when Fireheart called a meeting in A Dangerous Path).

To begin the meeting, the leader climbs to a high place (such as the Highrock in the ThunderClan Forest Camp) where all cats gathered below can see and hear them well.

He or she opens the meeting with the words "*Let all cats old enough to catch their own prey gather here beneath the Highrock* (or*Highledge*) *for a Clan meeting*". This type of call has only been verified for ThunderClan.

RiverClan's call is: "*Let all cats old enough to swim gather to hear my words!*".

ShadowClan and WindClan's calls have not been revealed yet. Though not revealed, it is sometimes thought to be *"Let all (insert here)Clan cats gather for a meeting".*

On the rare occasions of Clan meetings in the Dark Forest, a leader calls out with these words: "*Let all cats old enough to kill their own enemies gather here!*"

Once having the attention of all cats, he or she passes the message or performs the required ceremony.

Clan Meetings have no fixed dates; a meeting can be called at any time, whenever the leader feels the need to do so.

Gathering (Clans)

A Gathering is a meeting of the Clans, and is held on the night of a full moon. As said in the Warrior Code, there is a truce, which forbids fighting during the Gathering.

It is considered a great honour to be chosen by a Clan leader to go to a Gathering. In the forest, this meeting was held at Fourtrees, while at the lake, this place has been moved to the island.

| Purpose |

On Gatherings, Clan leaders announce current affairs and significant events within their respective Clans, such as the appointment of new apprentices, warriors, and deputies, the deaths and births of cats, and the retirement of cats.

They also use this time, if necessary, to ask for help from others, such as when WindClan asked RiverClan for drinking rights in their territory, when a drought shortened their water supply.

Warriors use this chance to meet their friends from other Clans and exchange information.

Many cats will use a Gathering to try to determine the strength and weakness of another Clan.

Clan leaders hold Gatherings to share news with the other Clans. Gatherings are meant for meeting new cats, but not to share Clan weaknesses and strengths.

When the moon is full, the Gathering begins. The start of the Gathering marks a time of truce between the four Clans.

If the truce is broken, StarClan will send clouds to cover the moon, signaling their displeasure. Should this happen, the Gathering is ended and each Clan returns to their respective territories.

| Procedure |

The Gathering is held on the night of the full moon, because it is the only time that the moon is bright enough to see everything and everyone.

The leader, the deputy, the medicine cat and their apprentice - if they have one - several warriors, apprentices, queens, and elders participate from each Clan.

If a leader cannot attend, the deputy will speak on behalf of their Clan.

Once arrived at the Gathering territory, the leaders sit on a designated high spot (i.e: a rock or a tree branch) along with the other leaders where they can be seen and heard well while talking to the warriors and to each other.

Deputies sit close by. It is considered to be disrespectful if any other cat speaks from atop the leader's spot, unless specifically asked.

As decreed by StarClan, the nights of the Gatherings are a time of peace. If there is any violence, StarClan sends a cloud to cover the moon signifying their displeasure; usually the Gathering ends if this happens.

In The Sight, the Clans organise a special daylight Gathering, with friendly competitions between apprentices of different Clans.

Suggested by Squirrelflight of ThunderClan, it was to celebrate the Clans' second new-leaf by the Lake, and to ease the ongoing tensions between the four Clans.

| Location |

Gatherings are held on territory that is neutral to all Clans, and it cannot be claimed by one Clan alone.

When the Clans were in the old forest, their chosen spot to gather for their meetings is called Fourtrees.

Once the Clans moved to the lake, however, their gathering place has changed to an island, with a tree being used as a bridge that branches across the water.

An example of a Gathering location not being neutral territory is when RiverClan temporarily lived on the island during Dark River, due to Twolegs damaging their camp.

Mates (Clans/Tribe)

Mate is the Clan terminology for a partnership between two cats.

Two cats are usually considered mates after spending some time together, and are seen sharing tongues often, and after some confession of love, or asking them if they would like to be mates.

Usually when cats are apprentices or warriors, they would show some sort of affection towards a certain cat.

Clan cats usually take a mate from the same Clan, although there are examples of of pairings from different Clans or groups

However, some cats from different Clans will mate secretly despite it being against the warrior code.

| Examples |

- Bluestar and Oakheart

- Silverstream and Greystripe

- Leafpool and Crowfeather.

It is not unusual for a cat to have more than one mate, especially toms. After a while, if they stop showing affection, or if their mate dies, they will usually take on a new mate.

In the *Warriors* universe, breaking up is fairly rare, but can happen. Some examples of mates who broke up:

- Bluestar and Oakheart.

- Daisy and Spiderleg.

- Leafpool and Crowfeather.

- Bumblestripe and Dovewing.

- Goldenflower and Tigerstar.

- Rainflower and Shellheart.
• It is noted after Rainflower's death, that Shellheart always loved Rainflower, even after they weren't mates anymore.

- Sasha and Tigerstar.

Mates break up mainly for the following reasons:

- They decide they are not suited for each other anymore or don't truly love each other.

- One cat does not love the other anymore. (Daisy and Spiderleg)

- One cat does not truly love their mate back and has feelings for another. (Dovewing and Bumblestripe)

- Ending a relationship of forbidden love by mutual agreement, recognizing that loyalty to their Clan is more important than their love. (Leafpool and Crowfeather)

- Disagreements, mistrust, or misunderstanding. (Squirrelflight and Brambleclaw in *Starlight*)

- Disappointment in their mate's actions or behavior. (Shellheart and Rainflower in *Crookedstar's Promise*)

- One of the cats leave the Clan. (Goldenflower and Tigerstar)

- One of the cats dies. (Graystripe takes Millie as a mate after the death of Silverstream)

Taking a cat from another Clan (or a non-Clan cat) as mate is implicitly forbidden by the first rule of The Warrior Code, as such pairings are considered a sign of disloyalty.

Kits born from such relations are named half-Clan, and are usually not trusted.

Medicine cats, either male or female, are not allowed to take mates, in order to be fully dedicated to their medicine cat duties, though this rule

is often broken. (ie. Crowfeather and Leafpool, Yellowfang and Raggedstar.)

Apprentices do not take a mate because they are too young, and that if females were to give birth to kits, it would distract them from their duties, though they do sometimes show affection.

There are a variant relationships with similar aspects to mates, either in mutual affection, mutual displays of affection, and/or breaking the warrior code to meet with another Clan cat at night.

However, these couplings are never considered official mates for varying reasons and never resulted in kits. Keep in mind, none of these cats ever become mates, but it is largely hinted that they might have become mates later.

Main examples of these are:

- Firepaw and Spottedleaf

- Squirrelflight and Ashfur

- Lionpaw and Heatherpaw

- Jayfeather and Half Moon

- Hollyleaf and Fallen Leaves

- Dovewing and Tigerheart

- Bramblestar and Jessy

- Dappletail and Stormtail

- Tallstar and Jake

- Foxleap and Rosepetal

Common reasons why these aren't true mates are the following:

- One or both were apprentices at the time and too young for a mate. (Lionpaw and Heatherpaw, Dovepaw and Tigerheart initially)

- It was forbidden by the warrior code and one or both would refuse to break it. (Spottedleaf and Firestar)

- Were never in an official relationship. (Jayfeather and Half Moon, Squirrelflight and Ashfur, Bramblestar and Jessy)

- Were never clearly described as mates or resulted in kits. (Dovewing and Tigerheart, Dappletail and Stormtail, and Tallstar and Jake)

- Author realised they were related. (Foxleap and Rosepetal)

- Author discrepancies. (Hollyleaf and Fallen Leaves)

| List of Mates |

| ThunderClan |

- Adderfang and Swiftbreeze

- Berrynose and Poppyfrost

- Birchfall and Whitewing

- Brackenfur and Sorreltail

- Bramblestar and Squirrelflight

- Bumblestripe and Dovewing (*formerly*)

- Cloudtail and Brightheart

- Dustpelt and Ferncloud

- Firestar and Sandstorm

- Berrynose and Honeyfern

- Fuzzypelt and Robinwing

- Greystripe and Millie

- Halftail and One-eye

- Lionblaze and Cinderheart
- Lionheart and Frostfur
- Morningstar and Songbird
- Patchpelt and Willowpelt
- Pinestar and Leopardfoot
- Robinwing and Patchpelt
- Redtail and Brindleface
- Rooktail and Daisytoe
- Smallear and Speckletail
- Larksong and Flamenose
- Snowbush and Lilyheart
- Stormtail and Moonflower
- Spiderleg and Daisy
- Tawnyspots and Willowpelt
- Thistleclaw and Snowfur
- Tigerstar and Goldenflower
- Unnamed tom and Ivypool
- Whitestorm and Willowpelt
- Windflight and Poppydawn

| WindClan |

- Breezepelt and Heathertail
- Crowfeather and Nightcloud

- Deadfoot and Ashfoot

- Gorsestar and Windstar

- Hareflight and Mistmouse

- Jagged Peak and Holly

- Meadowslip and Hickorynose

- Onestar and Whitetail

- Redclaw and Brackenwing

- Sandgorse and Palebird

- Sedgewhisker and Emberfoot

- Shrewclaw and Ryestalk

- Woollytail and Palebird

| RiverClan |

- Appledusk and Reedshine

- Beetlenose and Sunfish

- Cedarpelt and Lakeshine

- Crookedstar and Willowbreeze

- Hailstar and Echomist

- Mallownose and Petalfur

- Mintfur and Icewing

- Mudfur and Brightsky

- Owlfur and Softwing

- Piketooth and Shimmerpelt

- Rippleclaw and Greypool

- Shellheart and Lilystem (In *Bluestar's Prophecy*)

- Shellheart and Rainflower

- Tanglewhisker and Birdsong

- Timberfur and Ottersplash

- Unnamed tom and Mistystar

| ShadowClan |

- Blizzardwing and Featherstorm

- Brackenfoot and Brightflower

- Clawface and Rowanberry

- Crowfrost and Dawnpelt

- Mudclaw and Lizardstripe

- Raggedstar and Yellowfang

- Rowanstar and Tawnypelt

- Scorchfur and Snowbird

- Sparrowtail and Berryheart

- Spikefur and Pinenose

- Toadskip and Poolcloud

- Toadskip and Nettlespot

- Wolfstep and Fernshade

| SkyClan |

- Billystorm and Leafstar

- Braveheart and Shiningheart

- Buzzardstar and Fernpelt

- Cloudstar and Birdflight

- Patchfoot and Clovertail

- Rainfur and Petalnose

- Sharpclaw and Cherrytail

- Waspwhisker and Fallowfern

| Half-Clan |

- Appledusk and Mapleshade

- Crowfeather and Leafpool

- Greystripe and Silverstream

- Hal and Featherstorm

- Oakheart and Bluestar

- Reedfeather and Fallowtail

- Gorsetail and Beechfur

- Ryewhisker and Cloudberry

- Tigerstar and Sasha

- Windflight's parents

| Clanless Cats |

- Algernon and Bess

- Husker and Moss

- Jake and Quince

- Jake and Nutmeg

- Red and Harley

- Smoky and Coriander

- Smoky and Daisy

- Smoky and Floss

- Willie and Minty

| Tribe/Ancient Lake Cats |

- Stone Song and Broken Shadow

- Chasing Clouds and Rising Moon

- Jagged Lightning and Owl Feather

- Clear Sky and Bright Stream

- Clear Sky and Storm

- Clear Sky and Star Flower

- Falling Rain and Falcon Swoop

- Grey Wing and Turtle Tail

- Grey Wing and Slate

- Jackdaw's Cry and Hawk Swoop

- Moon Shadow and Dewy Leaf

- Stone Song and Hollow Tree

- Sharp Hail and Dewy Leaf

- Sheer and Night

- Stormfur and Brook

Scent Markings

Scent markings are made by Clan cats and sometimes loners to show where their territory's border lies.

Sometimes the cats will fight over their borders, mainly because the border markings are too faint to scent out or a cat crosses it when a patrol is near the area.

Sometimes cats don't bother with marking their borders, due to the fact that they do not face threats from their neighbors, or they fail to follow the ways of Clan cats anymore.

| In the Forest |

| Sunningrocks |

Before the Clans had moved to the lake, there were many battles over whether these large rocks belonged to ThunderClan or RiverClan.

Long ago, Sunningrocks was an island, and belonged to RiverClan since they were the only ones who could get to them.

However, when the river changed course, ThunderClan could access it, and Sunningrocks was repeatedly fought over to decide whose territory they were a part of.

| Other Fights |

Besides the battles at Sunningrocks, ThunderClan also had other Clans to worry about.

ShadowClan is known to invade from across the Thunderpath, while Bluestar had once accused WindClan of stealing prey at the border near Fourtrees.

| At the Lake |

| The Greenleaf Twolegplace |

ShadowClan and ThunderClan had a skirmish or two over this area until ThunderClan decided to give it up because of its lack of prey.

ShadowClan bragged about it at the next Gathering, though ThunderClan knew that Blackstar wasn't telling the truth when he said it was teeming with prey and worth having as part of their territory.

In Fading Echoes, Ivypaw tells Firestar that she had a dream that they needed to take back the Greenleaf Twolegplace, since that if ShadowClan claimed hunting rights to it any longer, they would help themselves to other parts of ThunderClan territory, thus causing ThunderClan to fight for it.

ThunderClan wins, but ShadowClan loses Russetfur and ThunderClan loses another of their leader's lives.

|\ The Drought |

In The Fourth Apprentice, during the drought, RiverClan had tried to claim the whole lake because the river dried up.

The other Clans protested, and the patrols sent to collect water were watched carefully by RiverClan patrols that were constantly making sure no other cats went near the fish, this was most likely because the RiverClan cats did not have much food, because they relied on the fish from the river to feed themselves.

| In the Super Edition Arc |

| Crookedstar's Promise |

ThunderClan surpasses RiverClan's scent markings on Sunningrocks, almost starting a fight.

When Crookedkit leaves the RiverClan camp to see the Moonstone, he finds himself on ThunderClan territory, scent marking every bush. He closes his mouth in order to not taste the foul scent.

As he continues, a new scent rushes towards him: WindClan's. Soon,

a WindClan patrol spots him, and he charges, finally crashing through a wall of WindClan scent, so strong, it had to be the edge of the border.

After coming home from the farm, Crookedkit smells the familiar scents of RiverClan. Hailstar makes plans to re-mark the Sunningrock borders on the other side at claw-moon.

Soon it is time, and Hailstar sends himself, Shellheart, Owlfur, Echomist, Timberfur, Softwing, RippleClaw, Whitefang, Crookedjaw, Oakheart, and Voleclaw. At night, they slide into the water and go to Sunningrocks.

Hailstar looks for any patrol, but it is all clear. He sends a group of cats toward the top of the cliff and the rest on the other side.

He then orders that every tree and bush must be sprayed. By the time the patrol meets up, Sunningrocks is bathed in RiverClan scent.

When they get back to camp, a few days pass, and ThunderClan hasn't even fought for Sunningrocks, and RiverClan claim it as theirs.

Just as leaf-bare starts, ThunderClan resets the boundaries, and Hailstar refuses to fight during the hard season.

However, once greenleaf starts, Hailstar leads a patrol to reset the boundaries in favour of RiverClan.

They carry out their plan just as a ThunderClan patrol arrives. Mudfur challenges Adderfang to a battle to see who's respective Clan takes control, and RiverClan wins.

| Bluestar's Prophecy |

A ThunderClan patrol finds fresh squirrel blood on their territory. WindClan scent was everywhere, but there was no scent on the bushes, indicating that it might just have drifted from the moorland. No scent markers were left behind, so Pinestar refuses to battle on so little evidence.

Sunfall adds that they'll reset ThunderClan's scent markings to convey a warning. Snowpaw imitates Sparrowpelt's voice, talking about him showing the border of RiverClan and to note how their scent smells.

Snowfur returns to her regular voice, saying that she'd never forget that fishy RiverClan smell.

On the day of the battle between ThunderClan and WindClan, ThunderClan cuts through a small strip of RiverClan territory. Bluepaw sniffs and smells the fishy scent, which is familiar to her from the Gathering.

The scent clings to the bushes like fog. Soon the RiverClan tang is replaced by an earthier smell, WindClan.

The markers are so strong that she can taste the musky, peat-tainted stench.

When Bluefur, Snowfur, and Featherwhisker go to collect herbs from Twolegplace, Bluefur can taste the scent of Twolegplace.

As they get closer to the ThunderClan scent markers, she can scent the kittypet smell, and she wrinkles her nose, thinking that there are too many kittypets to tell which is which.

Later at a Gathering, Pinestar seemingly accuses the other Clans of crossing the border.

Hailstar asks if he is accusing the other Clans of crossing their scent lines, and Pinestar replies calmly.

As Bluefur and Pinestar cross the border to go to Highstones, she is overwhelmed by WindClan's scent markers as they cross through.

When they meet a WindClan patrol, Pinestar tells her to brush her fur down. Later, the dawn patrol scents some RiverClan smell far into the trees even though they only have Sunningrocks.

Pinestar makes the decision to patrol there more often. When Bluefur goes on a patrol there, she can only scent the weak smells, smells so weak they could have floated over on the breeze.

RiverClan goes farther to set markers in a forest portion of ThunderClan's territory.

A ThunderClan patrol spots them, and many cats get mad that they're deliberately setting markers on their territory.

A patrol is sent, and a battle starts, which RiverClan loses. ThunderClan sends a patrol later along that border, and to their satisfaction, no markers were set.

When RiverClan regains Sunningrocks later, Sunstar sends a patrol over to RiverClan to talk to Hailstar.

He says that they will set new markers, and if RiverClan wants a battle, they will battle.

ThunderClan sets the markers the next day, and RiverClan chooses not to fight.

| Firestar's Quest |

As Bramblepaw is on his assessment, Firestar prowls around the forest, and he can scent ShadowClan scent markers.

Afterwards, he sees the first vision of Cloudstar, and runs to the vision. The cat is no longer there, but there is an unfamiliar scent almost swamped with ThunderClan scent.

| In the Field Guide Arc |

| Code of the Clans |

Greeneyes and Lionstar go to meet with Rowanstar of SkyClan, and ask why there are always SkyClan cats at their border.

Greeneyes accuses the SkyClan cats of spying, because there is nothing at that border but the start of ThunderClan territory.

She tells Rowanstar that the warrior code says nothing about it being a cat's responsibility to mark the borders with scent, and that it should be obvious.

When the warrior, Poppycloud, contradicts her, and says it should be part of the code, she glares at her, and it is believed they have developed a special enmity.

Greeneyes says she thinks it is a ridiculous idea, and that some cats are more mouse-brained than others. She slants her eyes at Poppycloud and begins to leave with her leader.

Camp

A camp is a site where a Clan makes its permanent home. It is where the cats sleep, meet, bring fresh-kill, get treated for injuries or illness, receive orders, share tongues, make reports to the Clan leader or deputy, and have ceremonies.

Some cats, such as queens, kits, and elders stay in the camp, while the warriors, apprentices, deputy, and leader patrol the territory and hunt. Each Clan has one camp.

| Location |

Each camp is situated on the Clan's own territory. The main criteria for choosing a site that is:

- Is difficult to attack, and easy to defend.

- Is at a safe distance from Twolegs, Twoleg facilities, and other dangers.

- Is large enough to accommodate all Clan cats.

- Has a source of water in the camp or nearby.

- Has places for a warrior den, apprentice den, nursery, medicine cat den, elders den, and leader's den.

| Structure |

Most camps are surrounded by some means of natural protection (such as thickets, stone walls or water) that shelter them both from weather and enemy attacks.

They usually have a single entrance, where only one cat can pass at a time (such as a tunnel under the thickets) along with one small entrance and exit to make dirt.

In addition to the natural defense, warriors patrol and protect the

camp day and night.

| Main Clearing |

All camps contain a large, open area in their middle. Cats gather here to meet each other, sun themselves, share tongues and participate in Clan Meetings. The main clearing usually also contains:

- The fresh-kill pile, a spot where hunters drop the prey they caught and brought to the camp and where cats get their food from. Sometimes, if it has rained, they will store their prey in the ground to keep it dry.

- A vantage point from where the leader addresses the Clan during a meeting, such as a large rock or a branch of a tree.

| Dens |

Dens are sheltered locations (such as thickets or caves) used by a cat or a group of cats to rest, sleep and recover. Beddings of moss, bracken, wool, and ferns are used to rest on. The dens are usually cleaned and tidied by the apprentices of the Clan. Most camps contain all (or several) of the following:

- Nursery

The den shared between the queens and kits, usually the safest and most protected.

- Apprentices' Den

The den shared between the apprentices.

- Warriors' Den

The den shared between the warriors and the deputy. Senior warriors usually sleep towards the center, where it is warmer, while younger cats sleep near the edge, where it is colder.

- Medicine Cat's Den

The den that belongs to the medicine cat and their apprentice, who

store their herbs and other supplies here as well. Cats with severe injuries and illness also rest here until they recover and are able to return to their own dens.

- Elders' Den

The den shared between the elders, usually the second most protected.

- Leader's Den

The den where the Clan leader lives, usually the nicest den. He or she usually spends most of the day here in seclusion and undisturbed; however, they can be visited by other cats, or choose to spend the night with their mate.

| Outer Facilities |

The following can be encountered in the vicinity of the camp:

- Burial Place

A location where dead Clanmates are buried.

- Dirtplace

A location where the cats make dirt, and dump inedible food (bones, feathers, crowfood).

| Known Camps |

| In the Forest |

| ThunderClan |

The ThunderClan Forest Camp is in a sandy ravine that used to be a riverbed a long time ago. It is surrounded by brambles, and the entrance is through a gorse tunnel.

There is a tall boulder in the clearing, called the Highrock, used by the leader to call meetings. The Highrock has scuffed earth around its base.

A vast, sandy clearing stretches to the Highrock, which is near a clump of nettles. A bit away from the nursery is a crowded corner of ferns, which have a tall barrier of gorse behind them.

At one side, a fallen tree lies, its tangled branches folded on the ground. The fresh-kill pile usually lies at the side of the clearing.

At one point, the camp was burned down in a fire, but the vegetation grew back soon.

The nursery is under a thick bramble bush. There is a huge gap in the bush that leads to the clearing.

The apprentices' den is in a clump of ferns, beside a tree stump.

The warriors' den is under a bush, with a nearby nettle patch. The warriors' den is beside the nursery. It is said that the senior warriors sleep near the center, the warmest area. It is also an honour that senior warriors invite younger warriors to eat with them by the bush.

The medicine cat's den is a crack in a rock, near a small grassy clearing, a tunnel of ferns leading to it. Inside there is a grassy clearing with a small pool at one edge. One tall rock stands at the side, split with a crack to keep herbs inside.

The elders' den is under a jutting branch in the fallen tree that has grass, moss and ferns sprouting from every crevice in the tangle of wood.

There is a maze of twigs that eventually lead to an empty space among tangled branches.

The leader's den is a cave in the Highrock which was carved out by an ancient stream, with lichen hanging over the entrance. Inside the den is a quiet cove with a smooth floor and walls, a mossy nest at one side.

| WindClan |

The WindClan Forest Camp is in a sandy hollow, surrounded by gorse. The entrance is through a gorse tunnel. A tall boulder, called

the Tallrock is used by the leader to call meetings.

The nursery and the elders' den are under the gorse wall surrounding the camp.

The other cats, including the leader, prefer to sleep under the open sky, although in bad weather, they retreat in burrows made by rabbits, foxes or badgers.

| RiverClan |

The RiverClan Forest Camp is on a large, well-drained island, and is surrounded by reeds. All of the dens are tightly woven. It can be reached only by swimming, and as cats from other Clans cannot swim (and hate water, in general), the camp is rarely attacked. Floods present a danger; once, a flood swept away the floor of the nursery, along with two of Mistyfoot's kits.

All dens are made up of tangles of reeds. It is mentioned that cats weave feathers in the reeds and decorate the edges with rocks and shells.

There is a well-trodden grass track leading away from the sedges and between thick bushes of the camp.

The medicine den is past a deep olive sedge and in a calm den.

The apprentice den has a warm coating of moss on it.

The nursery is tucked away into a thick sedge wall. It is made of willow branches and reeds.

The elders' den is at the high end of a slope. It is made of woven willow stems.

The leader's den is built of willow stems and woven into the roots of the ancient willow.

| ShadowClan |

The ShadowClan Forest Camp is in a hollow with muddy ground surrounded by brambles. The entrance is through a thorn tunnel. A

smooth boulder at the edge of the clearing is used by the leader to call meetings.

The nursery is in a hollow, shielded by a thorn bush.

The warriors' den is under a large bramble bush.

The medicine cat's den is in a cave under two boulders, and is surrounded by ferns.

The leader's den is beneath the roots of a big oak tree.

The apprentices den is a large cave filled with moss nests.

The elders den is a den that is made of leaves and moss .

| SkyClan (Former) |

Little is known about the SkyClan Forest Camp. It consisted of caves in the wall of a gorge and was destroyed when the Twolegs built a Twolegplace, destroying SkyClan territory, including their camp.

The Twoleg Nest where Smudge lives is built right on top of the old SkyClan camp.

| By the Lake |

| ThunderClan |

The ThunderClan Lake Camp is in an abandoned quarry, described as a stone hollow enclosed by tall cliffs. The main entrance is through a thorn tunnel, which can lead out of the camp after exiting the dirtplace.

There is also a secret entrance that is reached by climbing the rocks. The walls offer protection and keep out the wind, but cats must watch their step near the edge as falling into the hollow can be fatal.

A tall rock called the Highledge is used by the leader to call meetings. Most of the dens consist of caves and crevices in the rock wall.

There is also a Halfrock, which is a smooth low stone that rises out of the ground near the elders den. At one point, badgers devastated the camp, but it was rebuilt by the cats.

The nursery is under a thick bramble bush reinforced with thick roots woven together for protection. It's floor is made of packed earth.

The apprentices', leader's and medicine cat's dens are caves in the rock, entrances hidden by bramble tendrils.

The warriors' den is in a dip in the ground under a big thorn bush, and after the tree falls in *Fading Echoes,* it is rebuilt under the branches of a beech tree.

The elders' den is in a hazel bush, and later is rebuilt under the boughs of a beech tree and reinforced with honeysuckle.

| WindClan |

The WindClan Lake Camp is a shallow scoop in the ground of the moor. Unlike other camps, it does not have any natural protection; they rely on the warriors to protect it.

There are several boulders nearby, the highest being called the Tallrock and used by the leader to call meetings.

The nursery is under a gorse bush. The medicine cat's den is in a crevice in the rock.

The elders' den is in an old badger set. The other cats, including the leader, prefer to sleep under the open sky, although in bad weather, they retreat in burrows made by rabbits, foxes or badgers.

| RiverClan |

The RiverClan Lake Camp is on a triangle of land between two streams. It can be reached by swimming or by crossing the stream via stepping stones.

Twolegs often disturb the cats during Greenleaf; once, they had to abandon the camp as they were harassed by Twoleg kits.

The nursery, elders' den and leader's den are under dense bramble thicket.

The medicine cat's den is under a thorn bush overhanging the stream; the ground below it was washed away, leaving a pool.

| ShadowClan |

The ShadowClan Lake Camp is concealed between tangles of brambles and low-hanging branches, and is a dip beneath the pine trees. The entrance is through a thorn tunnel. The leader makes their announcements from a branch hanging over their den.

All dens are under bramble thickets. The medicine den has a sandy, hollowed-out floor covered in dried pine needles.A hazel branch overhangs the camp.

| Other Camps |

| SkyClan (Current) |

After being driven out from the Forest, SkyClan made a new camp at the source of River Chell, in a narrow gorge.

The Skyrock is the highest point in the camp, used by the SkyClan cats to hold Gatherings, and can be used to oversee the entire landscape.

At the bottom of the gorge, near the river source, there is a pile of boulders called the Rockpile, used by the leader to stand on during Clan meetings.

All the dens are caves in the rock wall, with narrow trails leading to them. The lowest is the medicine cat's den, close to the river, where plants grow.

The highest is the warriors' den; this den is also used as a refuge during floods, as the water never reaches it.

There is a cave lined with glowing moss, called the Whispering Cave, where the SkyClan medicine cats share tongues with SkyClan's ancestors.

| TigerClan (Modern) |

When ShadowClan and RiverClan united to form TigerClan, neither of the two camps were large enough to host all cats, therefore they made a camp in RiverClan territory, next to the river.

The cats made a hill of bones to serve as a vantage point for the leader, very similar to the Highrock in the ThunderClan camp.

| The Tribe |

The Tribe of Rushing Water shelter in the Cave of Rushing Water, a large cave behind a waterfall.

Kit-mothers and to-bes rest in separate nooks, while the cave-guards, prey-hunters, and elders sleep in the main cave.

Within the cave is a tunnel that leads to the Cave of Pointed Stones, where the Healer communicates with the Tribe ancestors and sleeps.

| Life in the Camp |

At dawn, the deputy appoints the dailypatrols. Border patrols leave at dawn and sunset. Several hunting patrols leave daily. Some Clans (like ShadowClan) prefer to hunt at night; the others generally hunt during daytime.

Some warriors always remain in the camp to guard it in case of an attack. Mentors train their apprentices at a designated place (like the training hollow in ThunderClan), or take them on patrols.

Apprentices do chores such as: tidying up dens, change used bedding, and tending to queens and elders.

The elders usually tell them stories while they give them moss balls soaked in water, fresh kill, or get rid of their ticks and fleas.

New medicine cat apprentices learn the different herbs while more experienced medicine cat apprentices help with minor sicknesses, kitting, and injuries.

The medicine cat treats and tends to injured or ill cats, trains their apprentice if they have one, and leaves to gather herbs when supplies are running low.

The leader oversees what happens in the Clan, consults with warriors, and calls a meeting if needed. (e.g. a kit becoming an apprentice).

Cats who stay in the camp usually rest, sunbathe in the clearing, eat prey or share tongues.

Cats are most active during the morning and late afternoon; they often rest during the night and at noon.

At night, one or more warriors stay awake to guard the camp while the others sleep.

Battles

Battles are an important aspect of Clan life and can take place at various times.

When training apprentices, they learn moves and techniques which will be useful during later battles.

Clans or other animals fight with each other in battles. Most battles are caused by arguments that are not settled after some time.

The Early Settlers

Founder: Shaded Moss

Current Leader: Tall Shadow, Clear Sky, Wind Runner, River Ripple, Thunder

The Early Settlers were the first cats to settle in the Forest Territories after splitting off from the Tribe of Rushing Water, that led to the formation of the modern Clans.

They split into two camps, led by Clear Sky and Tall Shadow, although the latter temporarily stepped down, leaving Gray Wing as leader.

Tall Shadow and Gray Wing co-led the moor cats, but Tall Shadow later left the moor, giving cats the choice to go wherever they please, while she settled in the marshlands.

The cats are now divided into five groups: and each group has their respective leader- those cats being Shadowstar, Skystar, Windstar, Riverstar, and Thunderstar.

The Early Settlers originally traveled from the mountains to the forest territories.

Shaded Moss is the original leader of the group, with Tall Shadow replacing him after his death.

However, a half moon after their arrival, they split into two camps. They did this because half of the group preferred to live in the forest rather than on the moor. Later they split into five camps.

Gray Wing then comes up with the idea of naming them Clans on his death bed.

| Clear Sky's Camp |

The forest cats' camp, led by Clear Sky, is known for being

extremely defensive against any visitors, chasing off any cats who cross their territory.

It ranks members of the camp according to their worth, place, and reputation with Clear Sky, instead of family ties and personal relationships.

After the First Battle, Clear Sky learns from this mistake and gains a much softer and caring leadership style, though it is not smooth enough to keep Thunder in his group.

When Gray Wing decides to name the groups Clans, he names Clear Sky's group SkyClan. After Clear Sky receives nine lives, he takes the name of Skystar.

| Tall Shadow's Camp |

The moor cats' camp, led by Tall Shadow, Gray Wing, and Wind Runner, is in the same place as the future WindClan's camp.

The moor cats' camp has less cats than the forest cats', but has more kits than the forest cats', and eventually has more (known) cats than the forest cats'.

Later, some of the moor cats leave to the pine forest where future ShadowClan resided.

When Gray Wing decides to name the groups Clans, White Tail names Tall Shadow's group ShadowClan.

After Tall Shadow receives her nine lives, she takes the name of Shadowstar.

| Wind Runner's Camp |

Wind Runner leaves Tall Shadow's camp after her kits' death and sets up camp near the Fourtrees.

When Gray Wing decides to name the groups Clans, he names Wind Runner's group WindClan.

After Wind Runner receives her nine lives, she takes the name of

Windstar.

| River Ripple's Camp |

A group of cats led by River Ripple live where future RiverClan resided. When Gray Wing decides to name the groups Clans, Black Ear names River Ripple's Clan RiverClan.

After River Ripple receives his nine lives, he takes the name of Riverstar.

| Thunder's Camp |

Thunder joins Clear Sky's camp but rebels from his father, bringing Leaf, Lighting Tail, Cloud Spots, Pink Eyes, and Owl Eyes.

Milkweed and her kits later meet up with them and join them. Thunder then takes them to where future ThunderClan resides.

When Gray Wing decides to name the group Clans, Silver Stripe names Thunder's group ThunderClan.

After Thunder receives his nine lives, he takes the name of Thunderstar.

| Clear Sky's Camp |

Clear Sky's camp is located in the forest, where the future SkyClan camp lies. It is a sheltered hollow in the middle of the forest surrounded by deep banks of fern and bramble.

To exit and enter the camp, cats must go through a bramble opening. There is a steep bank edging one side of the clearing with the tangled roots of an oak on the opposite side.

A smooth rock juts out of one side of the clearing. An elder bush, a holly bush, ferns and a low-spreading yew serve as dens in the camp.

Clear Sky's nest is in a hollow on the slope, but he tends to sit in the branches of the oak.

The cats make their nests out of twigs lined with moss. A shallow pool in the center is where the cats drink from.

There are two prey heaps; one at the roots of the oak, and the other on an edge of the clearing.

Half-eaten carcasses sat below a hawthorne bush, when Thunder realises that Clear Sky is wasting prey.

| Thunder's Camp |

Thunder's camp is located at the bottom of a sandy gully, where future ThunderClan camp lies.

It is surrounded by gorse, a gorse tunnel leading to the camp. A large smooth boulder lies on a wide grass circled clearing.

A fallen tree crowded by bracken is situated on the edge of the clearing. Pink Eyes's nest is under the branches of the tree.

Lightning Tail's den is in some ferns crowding a tree stump on the edge of the clearing.

Cloud Spots's den is in a fern tunnel that leads to a small clearing in the bracken next to the boulder.

Milkweed and the kits have a den in a bramble bush at the corner of the camp with Leaf. A hazel bush on the edge of the clearing next to the fallen tree, is a place where the whole group comes to share warmth on cold nights.

Thistle and Cloverwill move into a nest of their own in the hazel in a few more moons. Thunder and Violet Dawn's nest is in a small cave in the boulder.

| Tall Shadow's Camp |

Tall Shadow's Camp is located in the pine forest, where future ShadowClan reside.

It lies in the heart of the forest, and is surrounded by thick brambles. The entrance is through a bramble tunnel.

They make their dens by hollowing out a den under a bramble bush, and weave stems into the bush to strengthen it.

Their nests are made of twigs lined with moss. The cats store their prey by the bramble wall.

Pebble Heart stores his herbs in a bramble den at the far end of the camp. Tall Shadow has a den at the head of the camp.

| Wind Runner's Camp |

Wind Runner's Camp is located on the moor, and located where future WindClan camp lies.

It is surrounded by thick gorse, and a narrow tunnel leads into the camp. A tall boulder lies at the head of the camp.

The cats make their dens by weaving heather stems into the gorse. They store their prey under the boulder.

Gray Wing's den is in a gorse bush near the entrance of the camp. Reed Tail keeps his herbs in a large gorse den.

Wind Runner's and Gorse Fur's den is in a gorse bush behind the boulder. Moth Flight's den is right next to Wind Runner's in the gorse.

Dust Muzzle's den is under a gorse bush next to Reed Tail's and Swift Minnow's. The other's dens lie in the gorse on the edges of the camp.

| River Territory |

The river is full of fish and surrounded by reeds.

| River Ripple's Camp |

River Ripple's Camp lies on a well drained island on the river, where future RiverClan reside. Reeds surround the camp, and all the dens are made of reeds.

The island is situated in a basin in the river. To get there you must

swim through a small canal.

The reeds open up onto where the clearing dips into the river. River Ripple's den is at the head of the camp.

Dappled Pelt's den is in the uprooted tree on the side of the camp. They dug out under the roots to make the den.

The other's dens lie on the edges of the camp. Dawn Mist and Moss Tail's den is right next to River Ripple's, and is the strongest den in the camp.

The Ancients

The Ancients were groups of cats living in the Lake Territories, long before the Clansmoved to the lake. One of these groups would eventually leave the lake to form theTribe of Rushing Water.

The Ancients lived in three Tribes, and they had scattered well before the Clans came tothe lake. It is stated in Long Shadows that one of the Ancient Tribes are the ancestors of the Tribe of Rushing Water. They share several similarities, such as both calling themselves "Tribes".

The names of the Ancients are all two word constructions, relating to nature and often describing the cat's appearance as well (such as Fallen Leaves or Dove's Wing).

The names of Ancients do not change throughout time, unlike that of Clan cats. Except for Jayfeather, who has dreams about them and travels back in time to interact with them, it is not known if the Clans know of the existence of the Ancients.

The Ancients have further ties to the Clans, as a group of cats left the Tribe that the Ancients became and went on to form the Clans.

The Ancients had a leader, but they could step down from their position whenever they wanted, and name their successor. Knowledge of herbs was shared between a few cats, and each cat hunted for themselves, unlike the Clans.

However, at some point before the cats had scattered and they had still been Tribes, they had been lead by an appointed Healer, that both lead the Tribe and held knowledge of herbs.

Only if prey was left over would it be given to a different cat.

Rock was an ancient Healer who was cursed with knowledge and living forever, and lived solely in the tunnels, part of the Ancient Tribe, and still lives today.

The majority of the Ancient Tribes were made up by sharpclaws; the equivalent of Clan warriors.

Young cats training to be sharpclaws were called softpaws, similar to apprentices), and were also given a tutor.

When a softpaw was ready to become a sharpclaw, they had to undergo a rite of passage: to go down in a network of deeptunnels and find their way out.

Those who found their way out passed the test and were promoted to sharpclaws; while those who got lost eventually perished.

Younger cats are considered softpaws until they have more experience. No medicine cat or healer was appointed among The Ancients, but every cat learned about healing herbs in order to assist each other when needed.

Like the Clans, young cats are called kits, she-cats expecting or nursing kits are called queens, and retired sharpclaws are called elders.

| The Casting of Stones |

The Casting of Stones was a process unique the Ancients and the Ancient Tribe.

The Casting of Stones was a process where all the cats would gather to make a decision. The Tribe leader would draw a circle on a patch of earth, and divide it into two segments.

Then, all the cats would choose a smooth, round stone, and push it into the segment which represented their choice.

For example, in Long Shadows, the Casting of Stones was to decide whether to go to the mountains or not. One side represented "go" and one represented "stay".

Each cat pushed a stone what they wanted to do: go or stay. Eventually, "go" won out with Jayfeather casting the deciding vote and the cats became the Tribe of Rushing Water.

The Cats of the Park

The Cats of the Park is a group of cats who live in a park upriver to the Forest Territories. They appear in the bonus scene of *Thunder Rising*.

The Cats of the Park are a peaceful group of cats fed by Twolegs, and with their own customs of waking up, washing, eating, and meditating sessions, all learned from kithood.

They have a similar ranking system to the Clans, with ranks including kits, elders, and mentors.

They are very spiritual, acknowledging how life is easy for them and giving thanks for everything they have.

Each Morning, the group would perform a Call of Awakening, to welcome the new day. They face the light of the rising sun and raise their voices in caterwaul until the sun has cleared the Horizon.

They then turn away and begin to wash. In order, they wash their paws, face, ears, chest, belly, back and tail.

After they finish washing, they line up in an orderly line across the park for their Morning Meal.

They have their Morning Meal at the far side of the Park, where a row of bowls is set and Twolegs fill it with food every morning and evening.

They do not push and shove as they know there is enough for everyone. They do not gulp or gobble down the food, and each cat that is eating makes sure there is enough space for the cat beside them.

Afterwards, they would perform Morning Meditations on one boundary walls of the Park. They curl into a pose, paws tucked underneath and tail curled around them.

They focus on something such as a river or a tree. The Cats of the Park also have hunting sessions, catching mice they find in the grass.

The Park is a soft, grassy area broken by clumps of bushes and bright flowers that Twolegs planted, with trees that sometimes blossom, scattering the ground with tiny white petals shaped like stars.

Their sleeping places are under the bushes, filled with moss. At the edge of the park, is a row of bowls which Twolegs fill with food for the cats to eat.

Across the Park is one of the gray stone boundary walls where on the other side is a hill that falls away steeply to a riverthat ran between banks edged with thick vegetation.

It is unsafe for cats to go there as the drop is too long. There is also aThunderpath that passes the Park.

BloodClan

BloodClan is a dangerous group of cats made up of feral cats from the Twolegplace. They are highly trained fighters, whose harsh lifestyle contributes to their strength and fortitude. They rarely show any signs of mercy to other cats.

BloodClan is not an official Clan, but more of a loosely organised group of hostile alley cats who live together in Twolegplace for mutual protection from Twolegs.

They mostly feed on Twoleg trash. Live prey is scarce, except for the occasional rat. Their leader is Scourge (formerly named Tiny), a small black cat with one white paw, icy blue eyes, and an eerie, high-pitched voice that sounds like the splintering of ice.

They don't have an "official" deputy, but the cat closest to Scourge is a muscular black and white tom with green eyes named Bone.

He does most of Scourge's dirty work, and keeps the other cats of BloodClan in line by force.

The highest ranked cats in BloodClan attach dog teeth to their claws to look threatening to other cats and to make their blows more effective while fighting.
They do not have a medicine cat, and the elders, queens, and kits are never cared for; if a cat can't hunt for itself, then that cat will die.

Cats are required to live on their own, and living in family groups is forbidden, given Scourge's concern that some cats will join together against him.

Mothers are forced to train their kits, teaching them how to hunt, fight, and generally everything basic, and at the age of twelve moons, kits leave their mothers, so they are forced to rely on Scourge and Bone.

Barley, a former member of BloodClan, informs the ThunderClan leader, Firestar, that BloodClan's biggest weakness is their disbelief in StarClan.

This means that the leader will not receive nine lives, which is proven when Scourge is killed.

BloodClan lives in Twolegplace, where the ground is hard, there are many loud, frightening noises, and the stench of Twolegs and their monsters fills the air.

To Clan cats, such as Tigerstar, who are completely used to the forest, walking through the dirty alleys in Twolegplace is like being deaf, blind, and lame.

In the town where BloodClan lives, there are many, many, cats, and live prey is scarce.

Near the Twolegplace where BloodClan lives, there is a Thunderpath, and a park.

BloodClan cats do not have a belief in StarClan or the warrior code. Because of this, the leader does not have the nine lives granted to Clan leaders.

Many cats of BloodClan impale their collars with teeth of cats and even dogs, wearing them like trophies and making them appear more intimidating.

Scourge, plus some BloodClan cats who are high in rank in Scourge's guard have their claws reinforced with dogs' teeth and/or claws.

Only a few known connections exist in the Clans (or around them) to BloodClan, the ShadowClan warrior Boulder, Barley, the loner, and Violet, the kittypet.

Another known fact is that Scourge is Firestar's half brother.

Prefixes (Clans)

*This is a list of prefixes used in the original series of Warrior Cats. Please take note that you should try avoiding the use of a few names as cats may not know what it means, not allowed or it was once a kittypet name. Those in **bold** are those you should avoid.*

~A~

Acorn

Adder

Alder

Amber

Ant

Apple

Arch

Ash

Aspen

~B~

Badger

Bark

Beech

Beetle

Berry

Billy

Birch

Bird

Black

Blizzard

Blossom

Bloom

Blue

Boulder

Bounce

Bracken

Bramble

Brave

Breeze

Briar

Bright

Brindle

Broken

Brown

Bumble

Buzzard

~C~

Cedar

Cherry

Chive

Cinder

Claw

Cloud

Clover

Copper

Creek

Crooked

Crow

Curl

~D~

Daisy

Dapple

Dark

Dawn

Dead

Dew

Doe

Dove

Drift

Duck

Dusk

Dust

Eagle

Ebony

Echo

Eel

Ember

~F~

Fallen

Fallow

Fawn

Feather

Fennel

Fern

Ferret

Finch

Fire

Flail

Flame

Fleet

Flint

Flower

Fly

Fox

Freckle

Frost

Furze

Fuzzy

~G~

Golden

Goose

Gorse

Grass

Green

Grey

~H~

Hail

Half

Hare

Harry

Harvey

Haven

Hawk

Hay

Hazel

Heather

Heavy

Heron

Hickory

Hollow

Holly

Honey

Hoot

Hope

~I~

Ice

Ivy

~J~

Jagged

Jay

Jump

Juniper

~K~

Kestrel

Kink

~L~

Lake

Larch

Lark

Leaf

Leopard

Lichen

Lightning

Lily

Lion

Little

Lizard

Log

Long

Lost

Loud

Low

~M~

Maggot

Mallow

Marsh

Maple

Marigold

Meadow

Midge

Milk

Minnow

Mint

Mist

Misty

Mole

Moon

Morning

Moss

Mossy

Moth

Mottle

Mouse

Mud

Mumble

~N~

Nettle

Newt

Night

Nut

~O~

Oak

Oat

Odd

Olive

One

Otter

Owl

~P~

Pale

Patch

Pear

Pebble

Perch

Petal

Pike

Pine

Plum

Pod

Pool

Poppy

Pounce

Prickle

Primrose

~Q~

Quail

Quick

~R~

Rabbit

Ragged

Rain

Rat

Raven

Red

Reed

Ripple

River

Robin

Rock

Rose

Rowan

Rubble

Running

Rush

Russet

Rye

~S~

Sage

Sand

Sandy

Scorch

Sedge

Seed

Shade

Shadow

Sharp

Sheep

Shell

Shimmer

Shining

Shrew

Shred

Shy

Silver

Sky

Slate

Sleek

Slight

Sloe

Small

Smoke

Snail

Snake

Sneeze

Snook

Snow

Soft

Song

Soot

Sorrel

Spark

Sparrow

Speckle

Spider

Spike

Splash

Spotted

Squirrel

Stag

Starling

Stoat

Stone

Storm

Strike

Stumpy

Sun

Sunny

Swallow

Sweet

Swift

~T~

Tall

Talon

Tangle

Tansy

Tawny

Thistle

Thorn

Thrush

Thunder

Tiger

Timber

Tiny

Toad

Torn

Trout

Tumble

Twig

~V~

Vine

Vixen

Vole

~W~

Wasp

Weasel

Web

Weed

Wet

Whisker

White

Whirl

Wild

Willow

Wind

Wish

Wolf

Woolly

~Y~

Yarrow

Yellow

Suffixes (Clans)

*This is a list of suffixes used in the original series of Warrior Cats. Please take note that you should try avoiding the use of a few names as cats are not allowed to as it is sacred or only for a certain rank. Those in **bold** are those you should avoid.*

~B~

bee

belly

berry

bird

blaze

branch

breeze

briar

bright

brook

burr

~C~

claw

cloud

creek

~D~

dapple

dawn

dusk

dust

~E~

ear

eye

eyes

~F~

face

fall

fang

feather

fern

fin

fire

fish

flame

flight

flower

foot

frost

fur

~G~

gorse

~H~

hawk

heart

~J~

jaw

~K~

kit

~L~

leaf

leap

leg

light

~M~

mask

mist

moon

mouse

~N~

nose

~P~

pad

paw

pelt

petal

pool

poppy

puddle

~R~

runner

~S~

scar

shade

shine

sky

slip

snow

song

speck

spirit

splash

spots

spring

star

stem

step

storm

stream

strike

stripe

~T~

tail

talon

thorn

throat

tooth

tuft

~W~

water

watcher

whisker

willow

wind

wing

wish

whisper

Prefixes/Suffixes (Clans)

This is a list of names that have been used as prefixes/suffixes in the original series of Warrior Cats.

~B~

Berry

Bird

Breeze

Briar

Bright

~C~

Claw

Cloud

Creek

~D~

Dapple

Dawn

Dusk

Dust

~F~

Feather

Fern

Fire

Flame

Flower

Frost

~H~

Hawk

~L~

Leaf

~M~

Mist

Moon

~P~

Petal

Pool

Poppy

~S~

Shade

Sky

Snow

Song

Splash

Storm

~T~

Talon

Thorn

~W~

Whisker

Willow

Wind

Wish

Pelt Colours/Types

There can be different shades of the colours cats can have, ranging from light to dark:

- White
- Grey
- Brown
- Black
- Orange
- Red

These are the different patterns a cat can have:

Stripes; A striped cat is usually refered to as a "tabby." A tabby is a light colour with darker stripes. A striped cat, though, does not have to have stripes all over, like a tabby has. It can be striped on one or two places throughout the fur only.

Dappled/Spotted: A dappled cat had spots - not round spots, slightly oval-shaped spots - over some parts of its body. Most commonly, on the flanks, back, or legs.

Mottled: A mottled cat is a solid colour with cloudy/smoky-tipped fur. A mottled cat can be mottled all over or on only a couple patches of fur.

Eye Colours

There are different types of eye colours for cats, but please do note that you shouldn't use certain colours for cats. There are also difference shades of colours, ranging from light to dark.

Possible colours:

- Amber (Yellow, etc.)

- Green

- Blue

- Multicoloured (Please note that it cannot be "sparkling with the whole universe seeming to be in it" or "crystal awesome blue and yellow" Multicoloured as in blue in one eye and green in the other)

Character Traits

There are definitely more character traits than what I would state after this, so I'm only listing more common character traits. This will not be in alphabetical order.

- Active

- Affectionate

- Agenda-driven

- Loving

- Intelligent

- Energetic

- Quiet

- Even-tempered

- Insistent

- Playful

- Calm

- Loyal

- Gentle

- Easygoing

- Sociable

- Strong

- Docile

- Placid
- Graceful
- Laid back
- Powerful
- Demanding
- Curious
- Aggressive
- Adventurous
- Kind
- Careful
- Rough
- Hot-tempered
- Cheerful
- Confident
- Dramatic
- Hardworking
- Observant
- Patient
- Relaxed
- Selfless
- Wise
- Deceptive

- Casual
- Outspoken
- Sarcastic
- Soft
- Strict
- Arrogant
- Blunt
- Brutal
- Careless
- Cold
- Honest
- Obnoxious
- Scornful
- Timid

The Tribe of Endless Hunting

The Tribe of Endless Hunting is comprised of the spirits of the ancestors of the Tribe of Rushing Water. They send warnings and signs to the Tribe Healer and will show them which to-be should train to become the next Healer. They are the equivalent of StarClan.

| Description |

The ancestral spirits that make up the Tribe of Endless Hunting are similar to those that make up StarClan. However, instead of being born of the four forest Clans they are born of the mountain Tribe.

The spirits of the Tribe of Endless Hunting use the Cave of Pointed Stones as the primary conduit by which they communicate with their earthly counterparts. A passage in the books suggests that the Tribe of Endless Hunting does not communicate with the Tribe of Rushing Water through dreams but instead only uses omens to transmit their messages.

Instead of having a pelt that glows and looks like stars like StarClan, they seem to fade with age. Also, unlike StarClan who are restored if they have disabilites like blindness or hearing, it is not restored and if they died in battle, they still have wounds when they join The Tribe of Endless Hunting.

The Great Clans

The Great Clans were Clans consisting of species of big cats, living freely in the wild. They are regarded as the ancestors of all cats, both Clanborn and kittypet.

The legends attribute the different great cat species with having given the cats the different traits they now possess.

| Description |

The Great Clans are the three Clans the modern Clans have descended from.

LionClan had flowing manes, like the rays of the sun.

LeopardClan were swift, and had black spots on their pelts like racing pawprints.

TigerClan were flame-colored night hunters, with black stripes like shadows flickering across their fur and the darkness of night in their souls.

There are stories about these Clans, but it is unsure whether these tales are true or not.

LionClan (Mythological)

LionClan was a great Clan, along with the other ancient Clans, TigerClan and LeopardClan.

Named after the fact that they are comprised of lions, LionClan is the subject of many Clan myths and legends.

They are known to be very strong, courageous, and have great flowing manes like the rays of the sun. When a cat fights well in battle, it is said that they "fought like LionClan."

| Description |

Massive cats with golden pelts and manes, who were strong and brave. They were considered to be most like ThunderClan.

Comprised of lions, LionClan is the subject of many Clan myths and legends. They are known to be very strong, and have great flowing manes like the rays of the sun.

TigerClan (Mythological)

TigerClan was one of the three great Clans, along with LionClan and LeopardClan, that resided in the forest before the current Clans, ShadowClan, ThunderClan, WindClan, RiverClan, and SkyClan.

TigerClan was comprised entirely of tigers, and they were said to be flame-colored night hunters, large as horses with jet-black stripes and the darkness of night in their souls.

| Description |

Powerful cats with orange pelts and black stripes who hunted at night. They were considered to be most like ShadowClan.

TigerClan was comprised entirely of tigers, they were said to be flame-colored night hunters, large as horses with jet-black stripes and the darkness of night in their souls.

LeopardClan (Mythological)

LeopardClan is one of the ancient Clans, along with LionClan and TigerClan. It consisted of leopards who were the swiftest of the great cats.

They were huge and golden, spotted with black pawprints. All cats possess their speed and hunting talent due to the characteristics of LeopardClan.

| Description |

Agile cats with golden pelts and black spots, who were swift and sure. They were considered to be most like both WindClan and RiverClan.

It was consisted of leopards who were the swiftest of the great cats. They are huge and golden, spotted with black pawprints. All cats possess their speed and hunting talent from LeopardClan.

Allied Clans

Sometimes in the Warriors series, two or more Clans form an alliance (to some extent).

Amongst the Clan cats, alliances of the formal sort are rare, while occasionally, informal alliances that do not result in a name change occur.

Only in very extreme situations do formal alliances, resulting in a temporary change to the Clan name, happen.

TigerClan (Modern)

The modern TigerClan appears only in The Darkest Hour. It began as an alliance between RiverClan and ShadowClan, which Tigerstar created in his attempts to take over the forest once and for all.

| History |

An alliance formed between ShadowClan and RiverClan because of the leader Leopardstar's affection towards Tigerstar, and the two joined at Tigerstar's instigation to form TigerClan.

He claimed that it would help the four Clans to join together because they could share prey and work together as joint leaders.

Tallstar disagreed, because TigerClan was the name of one of the Great Clans, and Firestar disagreed, knowing that Tigerstar would never share power equally, though he claimed the four Clans would have equal power.

However, it was Tigerstar's Clan, ShadowClan, that held most of the power; a few ShadowClan warriors were left at the RiverClan camp permanently, where they did little work for Leopardstar's Clan, just eating their prey and never hunting for themselves; instead, just keeping an eye on them to ensure loyalty.

There, Tigerstar built a mound of bones known as the Bonehill where he addressed the joint Clan, in an imitation of the Highrock of his former Clan, ThunderClan.

Tigerstar soon began a purge of half-Clan cats; he pitted the underfed Stonefur, former deputy of RiverClan, against Darkstripe, a traitor to ThunderClan who left it to follow Tigerstar to ShadowClan.

Despite being better-fed and more rested, Darkstripe was nearly defeated by Stonefur until Tigerstar's deputy Blackfoot intervened, killing Stonefur.

Though they planned to do the same to Stonefur's sister Mistyfoot, and the kits of Greystripe and Silverstream, Stormpaw and Featherpaw, a trio party from ThunderClan consisting of its leader, Firestar, Graystripe, and the loner Ravenpaw rescued the cats before TigerClan could do so, narrowly escaping a group of the merged Clan's cats on their way back to ThunderClan territory.

Tigerstar was undaunted, though, and allied with BloodClan, a group of cats who lived inTwolegplace in hopes of forcing his enemies out of the forest or into TigerClan.

Tigerstar didn't count on BloodClan's leader, Scourge, though. Scourge killed Tigerstar when he attacked him, attempting to make him obey his order to attack the Clans.

With the loss of their leader, TigerClan was finished. Firestar persuaded Leopardstar, the Clan's new leader, to join her forces with his newly-formed LionClan to battle BloodClan, now attempting to drive all of the cats from the forest and take it for themselves.

With the death of Scourge at the claws of Firestar and the defeat of BloodClan, LionClan disbanded, and the state of the four Clans returned to normal.

LionClan (Modern)

LionClan was formed by Firestar and Tallstar joining their Clans, ThunderClan and WindClan, together to battle TigerClan (RiverClan and ShadowClan) for their right in the forest.

Later, all four Clans joined together as LionClan to fight against BloodClan. LionClan was led by Firestar into battle, though none of the leaders took complete control of the combined Clan.

| History |

The modern LionClan was formed by ThunderClan and WindClan, after Tigerstar led TigerClan, made up of RiverClan and ShadowClan, to attack WindClan.

ThunderClan came to help, but they were too late, and Tigerstar had already killed Gorsepaw, a WindClan apprentice. Firestar and Tallstar formed an alliance, LionClan, to face TigerClan.

However, Tigerstar was killed by the BloodClan leader, Scourge, who began an attempt to take over the forest with BloodClan.

Firestar needed more warriors to fight BloodClan, so he went to RiverClan, where TigerClan was staying, and tried to convince them to join LionClan and fight off BloodClan.

Leopardstar and Blackfoot decided to join RiverClan and ShadowClan to them. Blackfoot opposed at first, but after a talk with Leopardstar and the rest of the warriors, he agreed.

Darkstripe had opposed the very idea of fighting BloodClan and left the camp after the decision was made, accusing them of being fools and predicts them being ripped apart when the battle comes.

He fought on BloodClan's side, along with Jaggedtooth, who was mentioned to have betrayed ShadowClan and went to BloodClan, as mentioned by Boulder.

The united four Clans trained, and went to face BloodClan. The leaders decided to have Firestar speak for them, and he led them into battle with BloodClan.

Firestar killed Scourge, and the battle ended. After the battle was over, LionClan disbanded, and there were four Clans again.

| Other information |

- Their leader was Firestar.

- Firestar knew he was to create LionClan because StarClan sent him a sign where the reflection of his head in a pool of water was turned into a lion's head. This prophecy is often referred to as the "Lion and Tiger Prophecy."

- The Clans joined in the order of ThunderClan, WindClan, while RiverClan and ShadowClan joined at the same time.

- They were heavily outnumbered by BloodClan in the fight at Fourtrees, but when Firestar killed Scourge, BloodClan admitted defeat and returned to the Twolegplace, giving victory to LionClan and ending the threat of BloodClan. They were chased out by WindClan back to the Twolegplace.

- LionClan then split into four Clans again, led by their own leaders.

Kithood

Kits grow very quickly. In six moons, they are able to become apprenticed to warriors (or a medicine cat) and learn how to defend and contribute to their Clan. Below will showcase the stages of kithood.

(Source: http://regalpet.com/component/sobipro/907-the-stages-of-kittenhood?Itemid=0)

| First Week |

On the first day, kits are born defenceless. They are blind, deaf, and they cannot regulate their own body temperature. Newborn kits cannot walk, eat solid food or urinate and defecate on their own.

In around five to seven days, they are usually a third of their body weight heavier than their birth weight. Their ears are starting to open; however, they still need to feel and use vibrations to find their way around.

Their sense of smell is active and their eyes may open. Kits have blue eyes when they are first opened; however, in most cases they do not stay blue.

| Second Week |

When kits are 10 to 14 days old, their weight has increased dramatically - and so has their strength. They are starting to hear noises, but generally will not recognise noises for a couple more weeks.

All kits should have their eyes open at this point and their eye colour will start changing to their adult colour.

The kits will start trying to walk at this age, but are generally very wobbly and will fall down a lot.

| Third Week |

Once kits reach 20 to 22 days old, their ears are erect and their baby teeth will start to grow. The kits will also start to purr.

Once kits reach 24 to 26 days old, they should be walking; however, they may still be a little wobbly on their feet. They will start climbing over small obstacles and may even try mischievous acts.

| Fourth Week/One Moon |

When kits are a moon old, their mother is starting to wean them off her milk and they will start eating soft fresh-kill.

The kits are able to regulate their own temperatures, walk without falling down, and have bladder and bowel control.

| Fifth to Sixth Week |

The kits become very playful and will start running around getting into mischief. Kits at this age will have their adult eye colour.

| Seventh to Ninth Week/Two Moons |

Kits start running, climbing and getting into pretty well everything. They are settling in their home.

| Tenth Week to Six Moons |

From 10 weeks to six moons old, kits gain about a pound a month and their adult teeth come in. Kits start to get more independent during this time. This is when they start to learn how to work out problems on their own and develop their own personality.

At six moons old, the kits are ready to be apprenticed to warriors or medicine cats!

Life Stages of Cats

Many fanfictions revolve around the life of cats, so it is important to take note of certain changes as cats age. Take note that wildcats usually live for approximately 4 to 5 years. Below will showcase the life stages of cats.

(Source: https://icatcare.org/advice/life-stages)

| Kitten | 0-6 moons |

A period when kits are growing rapidly and learning how to socialise, at the same time developing their own personality. They are usually mischievous and playful at this stage.

| Junior | 6 moons-2 years |

A period when cats are almost at their full size, and learns about life and how to survive it. They will be apprenticed to either a warrior or a medicine cat, until they are ready. At 12 moons, warrior apprentices are ready to become young warriors. Young cats can develop life-threatening conditions.

| Prime | 3-6 years |

A period when cats are matured - physically and behaviour-wise. They are usually healthy and active, looking decent and making the best of life.

| Mature | 7-10 years |

Equivalent to Twolegs in their mid-40s to mid-50s. There will be increased risks of suffering from health issues at this stage.

| Senior | 11-14 years |

Equivalent to Twolegs in their 70s. At this period, cats will most likely suffer from health issues.

| Geriatric | 15 years and above |

Equivalent to Twolegs in their mid-70s. It is an achievement for wildcats to reach this stage in life. They will have poorer senses and will be weaker physically.

Common Illnesses in Elders

Elders may be plagued by more than one of diseases at the same time. Some cats may struggle with several different diseases, making treatment more challenging.

Since their age made them weaker and less resistant to diseases, they need to be watched with regular care. However, cats are great at masking sickness and older cats are no exception.

(Source: http://m.petmd.com/blogs/thedailyvet/lhuston/2013/july/seven-most-common-illnesses-in-senior-cats-30574)

| Chronic Renal (Kidney) Disease |

Disease affecting the kidneys is a common affliction in older cats. Essentially, the kidneys act as a filter system, removing many of the waste products produced by your cat's body.

Once filtered from your cat's blood, these waste products are eliminated via the urine. When the kidneys are damaged, either by aging changes or by any other process, the waste products are no longer filtered effectively, leading to a buildup of these products in your cat's blood stream. This buildup of waste products in the blood is known as azotemia.

Symptoms seen with chronic renal disease include increased thirst, an increase in urine volume, weight loss, a lack of appetite, and vomiting.

| Heart Disease |

Heart disease is common in senior cats also. There are many different types of heart disease.

One of the most commonly seen in cats is cardiomyopathy, a disease of the heart muscle. Degenerative valvular disease and other types of heart disease can be seen as well.

Regardless of the underlying cause, the end result of heart disease is congestive heart failure, or CHF, in which the heart's ability to pump blood effectively and efficiently is compromised.

| Diabetes Mellitus |

Diabetes results in an increased blood glucose, or blood sugar, level. Risk factors for feline diabetes include being overweight and leading a sedentary lifestyle.

Most cats diagnosed with diabetes will require insulin injections. Remission of diabetes is possible when aggressive treatment is instituted early in the disease, before the pancreas becomes "burned out" trying to produce enough insulin to regulate the increased glucose level.

If remission occurs, insulin will no longer be necessary. However, if remission is not possible, insulin injections will remain necessary for the remainder of your cat's life.

Note: It also means that wildcats that suffer from diabetes will not have treatment for it.

| Arthritis |

Arthritis occurs more commonly in older cats. Unfortunately, the symptoms of arthritis are often mistaken as "normal" aging changes.

Arthritic cats often become less active, sleep more, and may not be able to access perches and other elevated surfaces any longer. The pain associated with arthritis can significantly alter a cat's quality of life if not addressed though.

| Hyperthyroidism |

Hyperthyroidism is a disease of the thyroid gland in which excessive amounts of thyroid hormone are produced.

The excessive hormone has a number of different effects on your cat. Many hyperthyroid cats display weight loss despite an increased, sometimes even ravenous, appetite.

Other symptoms are varied but may include vomiting, diarrhea, increase in water consumption, and increase in urine volume.

| Dental Disease |

Dental disease is not specific to older cats. In fact, it is estimated that at least 2/3 of cats over three years of age suffer from dental disease.

Needless to say, dental disease can be a serious issue for senior cats. Dental disease is a painful disease that can affect a cat's appetite and cause weight loss.

| Cancer |

It probably comes as no surprise that cancer is also common in older cats. There are many types of cancer that can affect cats. Symptoms will depend on the type of cancer involved.

Eye Communication

A cats' eyes are seen as a way to tell their emotions other than their body language. Below showcases how they communicate with their eyes.

(Source: http://petcarefacts.com/blog/training-and-behavior/cat-eyes-the-various-shapes-and-expressions)

| Dilated Pupils |

Cat pupils dilate generally to absorb more light, but dilation is also is an indication of what mood a cat is in. Usually when the pupils dilate at night, it is because it is dark outside and the cat is trying to absorb as much light as possible to be able to see clearly.

If the pupils are fully dilated in bright daytime, it may either be in panic mode, in physical pain, or preparing to fight or flee. If the cat's eyes are dilated as such in the day, use caution in your movements, and be careful not to do anything sudden that might seem like a threat to it.

| Slit-like Pupils |

Similar to pupil dilating, the slit-shaped pupil is a cat's natural defense against burning its eyes, or taking too much light in. Therefore it is quite common to see a cat with smaller pupils out on a sunny day.

| Semi-closed/Fluttering Eyes |

The fluttering of eyelids usually reflects fatigue in a cat, and shows that it is relaxed or ambivalent to its surroundings.

Squinting eyes is a sign of distinct contentment and carefree rest, since the cat is in what it feels to be a safe environment, and is evidently not on the alert.

It can be considered a cats' "smiling face" when its eyes are little upward-pointing lines of happiness. The semi-closed, squinted,

fluttering eyes indicate that the kitty is off its guard and is inclined to doze off, or launch into a full-fledged cat nap.

| Winking |

Some believe that winking is a subconscious reaction in cats that has no reflection on the animal's emotion or state of being. However, it is believed that winking is a sign of trust, security and confidence that cats only seem to communicate with their owners on occasion.

When a cat is worried or feels threatened, its eyes are wide and engaged, as opposed to relaxed and winking which it does when in a secure and peaceful zone.

| Staring Contest |

Unswerving eye contact occurs often between cats and Twolegs. Cats lock eyes to engage in battle of "who will look away first" or to challenge an opponent.

Staring is a way cats "read" if someone is a threat or enemy, or assess how willing the person may be to back down.

Intense eye contact between animals might build to hissing/howling and even scratching/biting and other physical attacks. Or it could serve as a territorial warning system between creatures. Whoever seems the more determined of the two establishes dominance and is deemed the winner.

With Twolegs, the cat can see that they are a much larger creature than itself, but the age-old instinct that eye contact suggests a challenge runs deep in the feline's blood. This is why cats will relentlessly hold eye contact with their owners until one of them looks away.

Eye Shapes

[image]

If you want a more elaborated description in your allegiances, below is a list of eye shapes:

- Round

- Oval

- Almond

- Lemon

- Walnut

- Rounded Almond

- Tear-shaped

- Hooded/Rounded Triangle